



Loot Tavern's
**LEGENDARY
LEDGER**

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SUNKEN KING

BREASTPLATE OF SUNKEN KING

Armor (any medium or heavy), very rare (requires attunement)

When donning this armour, you hear the faint rumble of distant thundering waves as it passes over your head. While you wear this armour you gain the following effects:

- You can understand and speak abyssal;
- You can breathe water;
- You can't float in water and instead sink at a rate of 60 feet per round. Walking on the bed of a water body is not difficult terrain for you.

Sunken King's Favour. As an action you can cast *Bigby's Hand* without any components. When cast in this way, the spell is modified as follows:

- The hand takes the form of two Medium spectral tentacles, sprouting from the shoulders of the Breastplate. They occupy your space and move with you.
- The reach of 'Clenched Fist', 'Forceful Hand' and 'Grasping Hand' is increased to **15 feet**
- 'Interposing Hand' can only be used on yourself.
- You can maintain two of the spell's effects simultaneously (e.g. use *Clenched Fist* while you have a target grappled with *Grasping Hand*), but can only command one of the tentacles with your bonus action each turn.

The attack roll modifier for 'Clenched Fist' equals **4** plus your **proficiency bonus**. Once you use this property, you can't do so again until the armour spends **8 hours** submerged in water.

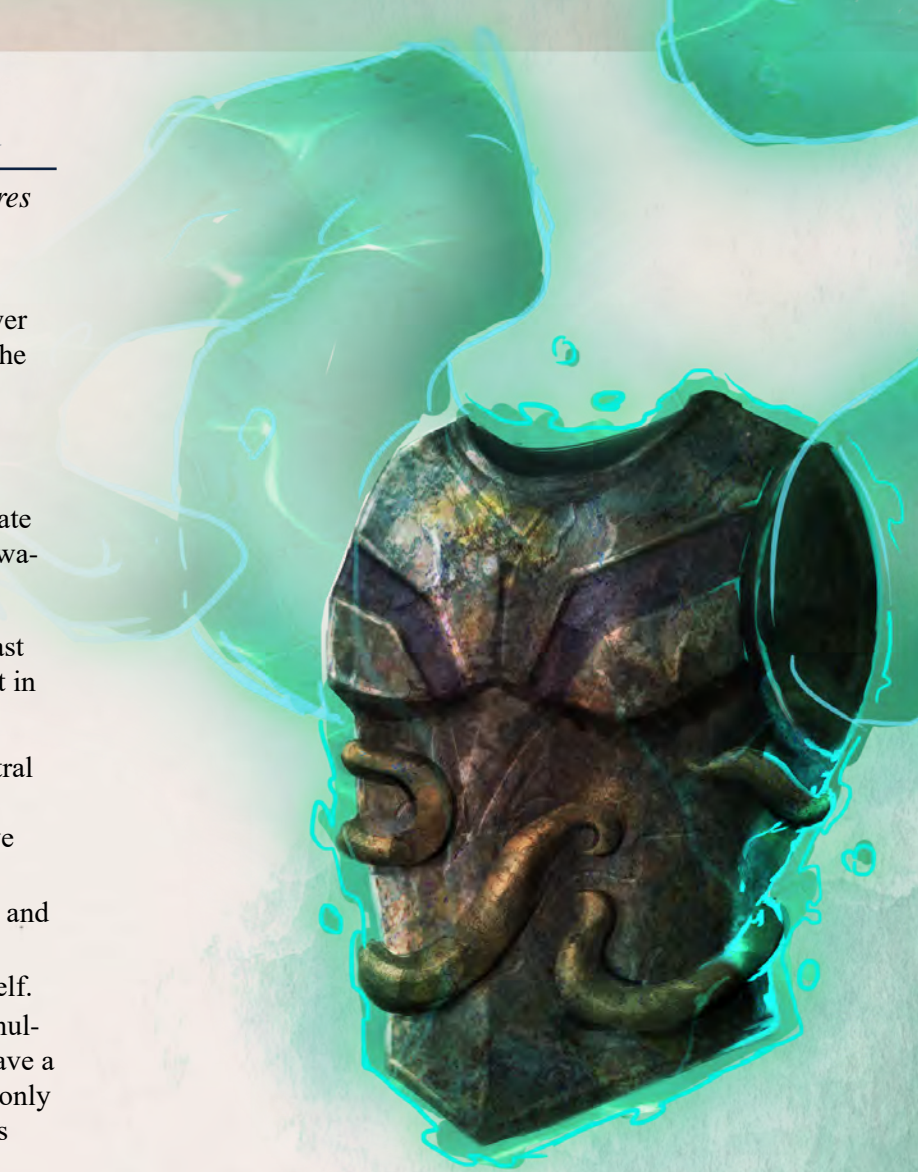
Legendary variant: You gain a **+2 bonus** to AC.

DAGGER OF THE DEEP

Dagger, uncommon

A green jewel sits like an eye in the handle of this dagger, giving life to the carved, bone cuttlefish that forms its grip.

When you hit a target with this magic weapon, you can spend a bonus action to speak its command word. With a convulsion, an inky-black ichor is injected into the target who must make a **DC 13 Constitution saving throw**. On a failure, the target takes an additional **2d6** necrotic damage and is **blinded** for **1 minute**. On a success, it takes half as much necrotic damage and is not blinded. The creature can repeat the **Constitution**





saving throw at the end of each of its turns, ending the effect on a success.

Once you use this property, you can't do so again until you bathe the dagger for **8 hours** in water.

Rare variant: Attacks made with this dagger have a +1 bonus to attack and damage rolls. The **DC** of the saving throw increases to **15**, and it deals **4d6** necrotic damage on a failure.

Very rare variant: Attacks made with this dagger have a +2 bonus to attack and damage rolls. The **DC** of the saving throw increases to **16**, and it deals **6d6** necrotic damage on a failure.

Legendary variant: Attacks made with this dagger have a +3 bonus to attack and damage rolls. The **DC** of the saving throw increases to **17**, and it deals **9d6** necrotic damage on a failure.

EYES OF THE FORGOTTEN

Ring, uncommon

The barnacle-like yellow eyes that adorn this ring flick to and fro with reptilian suddenness. When you make eye contact with one of them, brief feelings of drowsiness, terror, and nausea wash over you before it darts away once more.

This ring has **1 charge**, represented by the single open eye. The ring regains 1 charge daily at midnight. As an action you can expend one charge, thrusting the ring towards a creature you can see within **60 feet** of

you while speaking the command word. The creature must succeed on a **DC 13 Wisdom saving throw** or be affected by one of the options from the *eyebite* spell (asleep, panicked, or sickened) for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

For the duration a creature is affected, the eye on the ring becomes an inky void, imbued with dread power. If a save is succeeded, or when the duration elapses, the eye closes.

Rare variant: Increase the number of eyes (and charges) to **3**, the recharge to **1d2 + 1**, and the **DC** to **15**.

Very rare variant: Increase the number of eyes (and charges) to **5**, the recharge to **1d4 + 1**, and the **DC** to **16**.

FISHFOLK SWORD

Weapon (any), uncommon

Coastal fishfolk typically repurpose scavenged steel from less fortunate adventurers into wicked blades, adorn the hilts with coral and seashells. It is common practice to bless such a blade with water before battle; sometimes this can even attract the deep one's blessing.

Blessing of the Deep. As an action, you can coat this blade with water and make a quick prayer to the deep one. The water turns to flawless ice and the blade deals **1d6** additional cold damage on a hit for the next **minute**. Once you have used this property, you can't do so again until the following dawn.



Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

LANCE OF THE CRAB KNIGHT

Weapon (lance), rare (requires attunement)

The chitin of the giant centenary crab is some of the hardest found in the ocean, formed under the extreme pressure experienced thousands of meters below sea level.

Crab Knight. You can cast the *phantom steed* spell. The steed always takes the form of a giant centenary crab, which has a swim speed equal to its walking speed. Once you have used this property, you can't do so again until the following dawn.

Clawful. As a bonus action, you can speak the lance's command word. The missing half of the crab's claw appears as a spectral, shimmering force for the next minute. As part of the summoning action, and as a bonus action on subsequent turns, you can cause the spectral claw to clamp shut when you hit a target, dealing an additional **1d10** force damage and grappling it (**escape DC 15**). While you use the lance to grapple a creature, you can't use it to attack another target. You can release a grappled creature with a word, no action required.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Very rare version. You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

LEVIATHAN'S TOOTH

Weapon (club or greatclub), very rare

Carved from the tooth of a leviathan, a giant sea snake, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

Leviathan's Might. As an action you can slam the tooth into the ground, or thrust it into a body of water, creating a **30-foot-cone** shockwave. All creatures in the area must make a **DC 16 Strength saving throw**. On a failure, a creature takes **4d10** thunder damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone. Once you have used this property, you can't do so again until you finish a long rest.

DRAGON TURTLE'S CLAW

Weapon (club or greatclub), rare

Carved from the claw of a dragon turtle, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Turtle's Steam. As an action you can slash at the air or water in front of you with the claw, creating a **30-foot-cone** of hot steam. All creatures in the area

must make a **DC 15 Constitution saving throw**. On a failure, a creature takes **3d10** fire damage. On a success, it takes half as much damage. Being underwater doesn't grant resistance against this fire damage. Once you have used this property, you can't do so again until you finish a long rest.

KRAKEN'S BEAK

Weapon (club or greatclub), legendary

Carved from the beak of a kraken, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a **+3 bonus** to attack and damage rolls made with this magic weapon.

Kraken's Storm. As an action you can the the beak forwards, creating a crackling lightning storm in a **30-foot-cone**. All creatures in the area must make a **DC 17 Dexterity saving throw**. On a failure, a creature takes **6d10** lightning damage. On a success, it takes half as much damage. Once you have used this property, you can't do so again until you finish a long rest.

RAPIER OF THE YELLOW KING

Weapon (rapier), legendary (requires attunement)

The guard of this slender, sickly, yellow blade houses a snake's eye that seems to follow its quarry around the room when drawn. You have **+2 bonus** to attack damage rolls made with this magic weapon. When you hit with it, the target takes an additional **2d6** psychic damage. You gain the following benefits while you hold this rapier:

- You can understand and speak deep speech.
- You can cast *dominate person* (**save DC 17**). Once you have done so, you can't use it this way again until the following dawn.

Shackles of Pain. As a bonus action, you can choose one creature you can see within **60 feet**. That creature must succeed on a **DC 17 Charisma saving throw** or become cursed and bound to you for the next minute. Whenever you take damage from any source, the other creature takes half as much damage of the same type so long as it is on the same plane of existence as you. This effect can be removed by any spell or effect that removes hexes or curses. Once you use this property, you can't do so again until the following dawn.

RING OF THE SUNKEN KING

Ring, uncommon (requires attunement)

This barnacle-encrusted band of rusted metal is always cold and wet to the touch. The way the metal twists into itself has a certain ‘tentacle’ quality that is only enhanced by the way it adheres to your skin when you don the ring.

Tentacle Lash. As an action you speak the ring’s command word and your arm elongates into a long, wet, suckered, spectral tentacle for the next **minute**. As part of the action and as an action on each of your turns you can perform a melee spell attack against a creature within **30 feet**. Your attack roll modifier equals **3** plus your **proficiency bonus**. On a hit, you deal **3d8** bludgeoning damage and the target must make a Strength saving throw (**save DC 13**) if it is Huge or smaller. On a failure, you may choose one of the following effects:

- The target is knocked prone.
- You disarm the target; you take one item or weapon the target is carrying or wielding (and that is not fastened, e.g. armour) and return it to your person.

Once you use this property, roll a **d6**, on a 1 or 2 you can’t do so again until the ring spends **1 hour** submerged in water.

Rare version: Increase the saving throw DC to **15** and the damage to **5d8**.

RUNESTONE OF OCEAN CURRENTS

Wondrous item, uncommon

An ancient, malachite runestone from the depths of the sunken city. This stone thrums with energy and leaves whichever pocket or pouch it is stored in wet with frothy saltwater.

This item has **3 charges** and is recharged when a spellcaster performs an hour-long ritual, during which it expends a spell slot of 1st level or higher.

Saltbolt. As an action, you can speak the stone’s command word, expending one charge and causing a frothy, turquoise bolt of force to strike any target within **120 feet**. This bolt deals **1d6** force damage and **1d6** cold damage. A creature under the influence of the *shield* spell, or similar magic, takes no damage from this effect.

Rare variant: Increase the force and cold damage to **2d6** each.

Very rare variant: Increase the force and cold damage to **3d6** each.



Legendary variant. Increase the force and cold to 4d6 each.

SCEPTRE OF THE SUNKEN KING

Rod, spellcasting focus, very rare (requires attunement)

An ancient nautilus, a scion of the deep one, wraps the driftwood shaft of this sceptre in its wet, rubbery tentacles. Though this nautilus appears dead and unmoving on land, its tentacles slowly writhe once submerged in water.

While attuned to this sceptre you gain the following benefits:

- You have **resistance** to cold damage
- You gain a swim speed equal to your walking speed
- You have **advantage** on Strength checks and saves made while at least waist-deep in water.

As an action you can cast any of the following spells at any level between its base level and 4th-level: *create or destroy water*, *riptide**, *water breathing*, *control water*. After you do so, roll a **d6**. If the result is equal to or less than the level of the cast spell, the sceptre's eye goes dim and you can't use the sceptre to cast any spell again until you submerge it in water for **8 hours**.





CULTISTS



BLOODWAX

Wondrous item, uncommon

Take one enchanted bloodwax candle, add to it one drop of a target creature's blood, and light. For the next **48 hours**, or until the candle is extinguished, a ghastly red trail hangs in the air leading directly to the creature from whom the drop of blood was taken.

Once the candle has burnt for **48 hours** in total, it is depleted and cannot be used again. Each time the candle is lit and extinguished, a minimum of one hour's worth of wax is consumed.

This trail can't pass through solids or liquids, and is undisturbed by wind of any strength. The candle cannot distinguish between identical twins or clones and will instead create a trail to each. If the creature is a construct, or the creature is on another plane, the pall of red smoke listlessly hangs in the air.

BLOOD MINISTER SYRINGE

Wondrous item, uncommon

Made of silver and glass, this peculiar apparatus magically refills with blood each dawn. A small dial around the plunger depicts carved images of beasts. Rotating the dial to each of these beasts changes the hue of the blood: bear, an iridescent black; bull, a sanguine red; cat, a silky purple; eagle, a piercing yellow; fox, an opulent orange; and owl, a midnight blue. Legend says blood from the sacred animal spirits of each of these races was extracted in the crafting of this macabre, performance-enhancing syringe.

As an action, you can select a beast and inject this blood into a willing creature, casting the spell *enhance ability* on it. The spell does not require concentration when cast in this way.

CEREMONIAL MASK

Wondrous item, rare (requires attunement by a spellcaster)

This smiling silver mask is lined on its back side with stained, purple velvet. It is typically donned by a cult's leader, allowing it the ability to communicate with the dark powers they worship.

While wearing this mask, you gain two additional spell slots of 1st level. In addition, you can cast the spells *commune* and *true seeing* once per day each, recharging at dawn, without expending a spell slot and requiring no material components.



This item is associated with a deity or power of death and decay. When you cast *commune* using the mask, your questions are answered by this deity/power, regardless of the deity you may normally worship.

Cursed. This mask is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the mask, keeping it within reach at all times. When you attune to this item, the silver tentacles reshape and tighten around your neck. Each time you cast a spell, you take **1d4** psychic damage. Removing the curse ends your attunement to the item, causes the tentacles to unfasten, but does not remove the curse from the item.

Uncommon variant: Remove the true seeing spell and reduce the number of additional 1st level spell slots to 1

Very rare variant: The additional spell slots become 2nd level instead of 1st.

CULTIST'S ROBES - ACOLYTE

Wondrous item, uncommon (requires attunement by a spellcaster)

Thick, purple cloth; occult, gold embroidery; and deep pockets for hiding sacrificial daggers; the cultist's robes are everything a disenfranchised, young acolyte could hope for. As one rises through the cult's ranks, one's embroidery gets more intricate, and the enchantments more powerful.

Ethereal Taunt. Choose a creature within **60 feet** that can hear you. It must make a **DC 13 Wisdom saving throw** as occult whispers wrack its psyche. The DC for this saving throw increases by 1 for each creature also wearing *cultist's robes* within **15 feet** of you. On a failure, a creature takes **3d6** psychic damage, becomes **frightened** of you for **1 minute**, and must immediately use its reaction to run away from you, avoiding obviously dangerous ground. On a success, a creature takes half as much damage, is not frightened, and doesn't move away.

A creature frightened of you in this way can repeat the saving throw (**DC 13**) at the end of each of its turns, ending the effect on a success. Once you have used this property, you can't do so again until the following dawn.

Dark Devotion. If you spend one hour in prayer to the being in whose name these robes were made then, until you next finish a long rest, you have **advantage** on saving throws against being **charmed** or **frightened**.

Rare variant, Chosen: The **DC** and damage of *Ethereal Taunt* increases to **15** and **4d8**, respectively. If you fulfill the requirements for *Dark Devotion*, you can cast *crown of madness* or *command* (**save DC 15**) once per day, recharging at dawn, requiring no material components.

Very rare variant, Prophet: The **DC** and damage of *Ethereal Taunt* increases to **16** and **5d10**, respectively. If you fulfill the requirements for *Dark Devotion*, you are immune to the charmed and frightened conditions until you next finish a long rest, instead of just having advantage. In addition, You can cast *command* at will and can cast *dominate person* (**save DCs 16**) once per day, recharging at dawn, requiring no material components.



DARK CANDLE

Wondrous item, uncommon

In shadowy meeting rooms beneath respectable establishments, in crypts and catacombs around the tombs of the dead, and lining hallways filled with the bodies of adventurers, these tentacle-like purple-black candles burn with a dim malice.

When found, this candle has enough wax to burn for **1d8** hours. As an action, you can light this candle, causing it to emit dim light for **15 feet**. Whenever a creature except the lighter of the candle enters a space within **15 feet** of the candle for the first time on a turn or starts its turn there, the creature must make a **DC 13 Dexterity saving throw**. On a failure, the creature takes **3d6** necrotic damage as shadowy tentacles lash out at it. A creature that fails the saving throw by 5 or (**DC 8**) is incapacitated until the start of its next turn. On a success, a creature takes half as much damage.

No amount of wind can extinguish the candle. The candle can be extinguished by the direct touch of a creature (i.e. using their hand), or by the use of a *dispel magic* spell or similar magic. Each time the candle is lit and extinguished, a minimum of one hour's worth of wax is consumed.

DEAD MAN'S CHALICE

Wondrous item, rare

The face of the deep one adorns this mottled bronze chalice, which is filled with a purple liquid that can't be spilled. Its eyes come ablaze as one drinks from its briny depths, matching the bright amber jewels that adorn its base. Used by pirate captains during parleys, the dead man's chalice is a guarantee against foul play.

When a creature drinks from the chalice, its soul becomes linked to the item, causing one of the eyes to burst aflame. Once two creatures have drunk from the chalice, both eyes light up and the tentacles writhe and stretch. The two creatures' souls are linked together for the next week. During this time, if either creature dies, the other one does, too.

After two souls have been linked, drinking from the chalice during the following week has no effect. Unlinking a soul before the week has elapsed can't be achieved by any means short of a *wish* spell.

Once a creature drinks from the chalice, there is no limit to the interval before another creature must drink from it. Indeed, finding a dead man's chalice with one eye aflame is an intriguingly mysterious dilemma.





DEMENTED CULTIST'S SCIMITAR

Weapon (scimitar), rare (requires attunement)

This obsidian blade refracts light with an opalescent sheen. The hilt is made of dead driftwood tied together with ragged fabric. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Ritual Branding. As an action, you can place a brand on a willing creature, choosing from the list below. The brand lasts until the following dawn, or until dispelled. Once you have branded a creature, you can't do so again until the following dawn.

- **Brand of the Flagellated.** When the branded creature hits a creature with an attack, it can expend a number of hit dice up to its proficiency bonus, dealing an additional **1d6** damage of the attack's type per hit die expended.
- **Brand of the Devout.** As a bonus action, the branded creature can expend a number of hit dice up to its proficiency bonus (minimum 2). It regains one spell slot with a level equal to the number of hit dice expended minus one.
- **Brand of the Madman.** As a bonus action, the branded creature can expend a number of hit dice up to its proficiency bonus. Until the start of its next turn, it gains **advantage** on a number of attacks equal to the number of hit dice expended.

Very rare variant. Increase the bonus to attack and damage rolls to **+3**.

FLAIL OF THE ELDER DEACON

Weapon (flail), uncommon (requires attunement)

This solid steel incense dispenser dangles at the end of a black metal chain. The heady perfume of incense and myrrh follow in the wake of the bearer of this weighty, magical weapon.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon, which has **3 charges**. To recharge the flail, you must perform a one-hour ritual between dawn and dusk, consuming quality incense with a value in gold pieces equal to five times the number of charges you wish to regain.

As an action you can cast the following spells (**save DC 13**), expending at least the number of charges indicated and requiring no material components. For each additional charge expended above the number indicated, the slot level of the cast spell increases by one.



- *Fog cloud* - 1 charge
- *Misty step* - 2 charges
- *Stinking cloud* - 3 charges

Rare variant: Increase the bonus to +2 number of charges to 5 and add '*Cloudkill* - 5 charges' to the list of spells.

INFESTED CULTIST'S SKULL

Wondrous item, uncommon

This humanoid skull is infested by a parasitic purple plant from an unknown plane. The longer you stare, the more you could swear that the petals sway in response to an unseen wind.

The skull contains **7 petals**. While holding it, you can use an action to pluck a petal to cast the *guiding bolt* spell (+5 to hit), dealing necrotic damage instead of radiant. The skull regrows **1d4** plucked petals daily at dawn. If you pluck the last petal, the skull crumbles to dust and is destroyed.

Curse. This skull is cursed, and plucking 3 or more petals in a day extends this curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the skull, keeping it within reach at all times.

While cursed, whenever you finish a long rest, a black petal grows on your head. These black petals cannot be removed physically, and any attempt to do so causes you to take **2d6** necrotic damage. If you travel to a different plane while cursed, you grow a further **1d4** black petals.

When the seventh petal has grown on your skull, you die and your body turns to dust, except your skull which becomes a new *infested cultist skull*. If the curse is removed, the petals on your head and the *infested cultist skull* are destroyed and crumble to dust.

Very rare variant: Replace guiding bolt with blight (save DC 16).



JUVENILE SPAWN ELIXIR

Potion, rare

When you drink this potion you become the host of a parasitic scleraworm, which burrows through your flesh dealing **3d8** necrotic damage, bypassing resistances and immunities. Upon reaching your brain, it erodes its way through your skull, appearing in the centre of your forehead.

Mutually Beneficial? For as long as you host the parasite, you gain resistance to psychic damage and can use a bonus action to speak telepathically to a creature you can see within **120 feet** of you. You can cast the detect thoughts spell at will (**save DC 15**), taking **1d4** psychic damage, bypassing resistances and immunities, when you do so.

Proliferation. Whenever you finish a long rest you must succeed on a **DC 8 Intelligence saving throw** or gain another eye on your head. Rolling a 1 on this saving throw is always a failure. Once you get ten eyes, you become completely overwhelmed by the parasite and are no longer in control of your actions.

Removal. Over the course of an hour, a creature can perform an operation to remove the parasites from a willing creature. A creature proficient in surgeon's tools* can add its proficiency bonus to these checks. The creature must make two **DC 15 Wisdom (Medicine)** checks. If both checks are successful, any scleraworms are removed and can be bottled. If only one is succeeded, there is no change. If both checks are failed, both patient and the scleraworms are killed.

RUNEWARDING RING

Ring, rare (requires attunement)

This stone ring is marked with the brand of a mysterious cult dedicated to the worship of infection and decay. Fashioned of cracked, grey stone, red, glowing veins furrow its craggy surface.

This item has **3 charges**. To regain a charge, you must slice open your hand, taking **1d4** slashing damage that bypasses resistances and immunities and expending a hit die, and smear the fresh blood across the symbol. In response, the glowing veins flair a bright, molten red.

While wearing this ring, you can use an action to expend **1 charge** and press the ring against any non-magical surface or object, marking it with a glowing red symbol visible only to you. The next creature that moves within **5 feet** of the symbol must make a **DC 15 Constitution saving throw**, taking **3d10** necrotic damage on a failed save, or half as much damage on a successful one. After **8 hours**, or if you use the ring to create a second mark before the first one is triggered, the first one fades without incident.

Uncommon variant: Decrease the saving throw's **DC** to **13**, and the damage to **3d6**.

Very rare variant: Increase the saving throw's **DC** to **16**, and the damage to **5d10**.



TWINSPAWN MAULHAMMER

Weapon (maul & warhammer), rare (requires attunement)

Made of the fossilised remains of an old one's spawn, the holes within this double-headed maul sparkle with illusory motes of light. As a bonus action, you can separate this maul into two warhammers. Both maul and warhammers have a **+1 bonus** to attack and damage rolls made with them. You can spend a bonus action to convert them back into a maul.

Duplicate. As part of the bonus action to separate the warhammers (or as a bonus action when they're already separated), you can create an illusory double of yourself that carries one of the warhammers for **1 minute**. As part of the bonus action to create it, and as bonus action on each of your turns, you can move the duplicate up to **20 feet** to a point you can see and make a melee weapon attack against a target within **5 feet** of the duplicate. Use your Charisma modifier for attack and damage rolls made in this way.

The duplicate can't be harmed, though it can be dispelled by a *dispel magic* spell or similar magic. A creature that succeeds on a **DC 15 Wisdom (Perception)** check or that physically interacts with the duplicate perceives that it is illusory and that the weapon is floating. Once you have used this property, you can't do so again until the following dawn.





FROZEN NORSE





ADVARANAUT

Ring, uncommon

Glowing with tiny motes of pulsing light, this brilliant golden ring is inscribed with runes of wealth and prosperity. Two legends follow this ring. The first tells of humble folk using the ring to lead modest lives free from discomfort and hardship. The second tells of mighty leaders brought low by their own greed. Which is true—if any—is anyone's guess.

Andvari's Gift. As a bonus action you can speak the ring's command word—"plunder"—to form a trail of softly glowing golden dust that leads to the nearest source of gold at least 5 gp in value that is not currently carried or worn by a creature. The trail extends out **100 feet** from you, growing as you follow it. The trail can't pass through solid objects but will navigate through holes as small as 1 inch in diameter. If all paths to the gold source are blocked by solid objects, the trail ends as close to the gold as possible. The trail disappears immediately if the gold source is destroyed, transported to another plane, or picked up by a creature.

Curse: Andvari's Avarice. If Andvari's Gift is used three times with one 24 hour span, you become attuned to it. If you have no available attunement slots you must choose one uncursed item from which you immediately become unattuned. Upon attuning to the item you develop dragon fever, which can't be cured while the curse persists:

- You have **disadvantage** on all **Wisdom saving throws** and checks.
- You become uncompromisingly greedy, using all your cunning to keep as much treasure for yourself as possible.

As long as you remain cursed, you can't willingly unattune from the ring and any attempt to discard the ring fails. It always returns to your person in a mysterious way, such as appearing in a pocket, on your finger, or braided into your beard. *Remove curse* or similar magic can end your attunement to the ring, but does not remove the ring's Andvari's Avarice property.

If you relinquish the ring to a person who does not know of the ring's curse, and that can speak the command word, your attunement to the ring ends. You can never again regain the ring through any means; events will conspire to keep it from you.

ALDRNARI BLADE

Sword (any), uncommon (enhanced attunement)

This exceptionally well-crafted steel blade bears four runes at the end of its length. These runes represent the wielder's ideals and can be found burned into the skin of its true owner. In Norse clans, when such a weapon is passed from parent to child, it is accompanied by a branding ritual, bonding the blade to its new owner. Entire lineages can be identified by the brands that mark their skin.

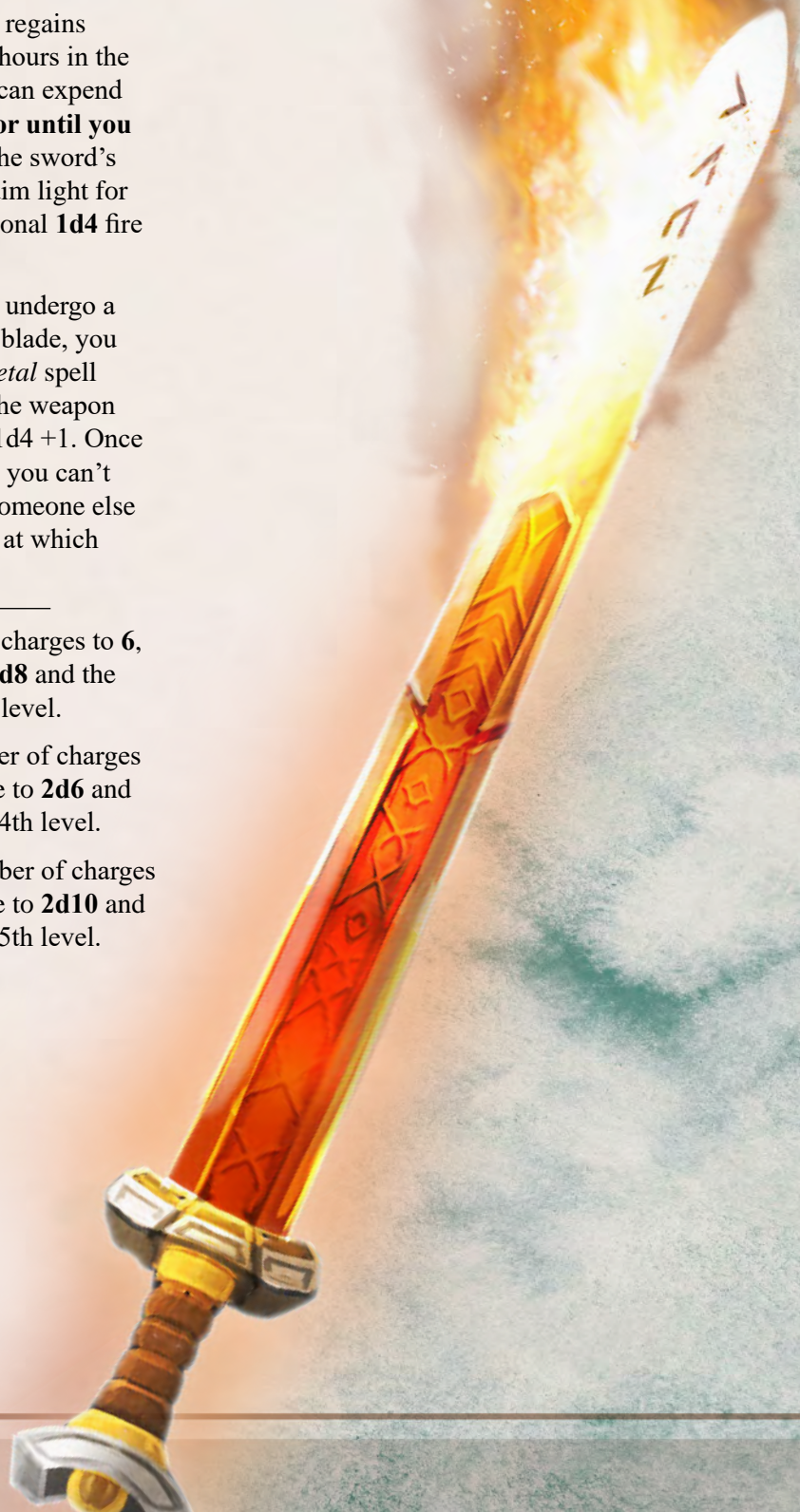
This magic weapon has **5 charges** and regains **1d4 + 1** expended charges if it spends 8 hours in the embers of a fire. As a bonus action, you can expend **1 charge** to ignite the blade for **1 hour, or until you sheathe the blade**. Flames erupt along the sword's length; it sheds bright light for **40 feet**, dim light for an additional **40 feet**, and deals an additional **1d4** fire damage on a hit.

Enhanced Attunement: Brand. If you undergo a branding ritual to become bonded to the blade, you can expend **2 charges** to cast the *heat metal* spell (save DC 13) as an action. In addition, the weapon regains all expended charges instead of 1d4 + 1. Once you have undergone this branding ritual, you can't willingly unattune from the blade until someone else willingly undertakes the branding ritual, at which point the attunement passes to them.

Rare version: Increase the number of charges to **6**, the recharge to **1d4 + 2**, the damage to **1d8** and the save DC to **15**. *Heat metal* is cast at 3rd level.

Very rare version: Increase the number of charges to **7**, the recharge to **1d4 + 3**, the damage to **2d6** and the save DC to **16**. *Heat metal* is cast at 4th level.

Legendary version: Increase the number of charges to **8**, the recharge to **1d4 + 4**, the damage to **2d10** and the save DC to **17**. *Heat metal* is cast at 5th level.





ALLFATHER'S EYE

Ring, uncommon (selective attunement)

When a stormsinger desires greater wisdom, they sacrifice their own eye and seek the allfather's blessing. If their song is answered, the eye does not rot, and can be crafted into a ring or other adornment known as an *allfather's eye*.

You gain a **+2 bonus** to **passive Perception** while you wear this magic ring.

Wise Beyond Years. This ring has **3 charges** and regains all charges daily at dawn. While wearing the ring you can expend **1 charge** (no action required) to reroll any **Wisdom** check, choosing the higher of the two results. You can't reroll the same check more than once.

Selective Attunement. This item requires attunement if the one wearing it was not the donor of the eye. It does not require attunement if crafted from the eye of the person who wears it. However, if that person ever regains their eye (e.g. by the *wish* spell), the allfather's eye requires attunement, regardless of the donor.

Rare variant: Increase the bonus to **passive Perception** to **+3**. You can expend charges of the Wise Beyond Years property on both Wisdom checks and saving throws.

Very rare variant: Increase the bonus to **passive Perception** to **+4**. You gain proficiency in the **Insight** skill. If you are already proficient, your proficiency bonus is doubled for any **Insight** check you make. You can expend charges of the Wise Beyond Years property on both Wisdom checks and saving throws.

Legendary variant, Allfather's Own Eye: Increase the bonus to **passive Perception** and number of charges to **+5**. You can't be surprised. You gain proficiency in **Wisdom saving throws**, and in the **Insight** and **Perception** skills. If you are already proficient, your proficiency bonus is doubled for any **Insight** or **Perception** check you make. You can expend charges of the Wise Beyond Years property on both Wisdom checks and saving throws.

BRANCH OF THE WORLDTREE

Wand, spellcasting focus, rare (requires attunement by a spellcaster)

Whether or not this branch truly came from the mythical Worldtree is unknown. However, it exudes potent, magical energy capable of manipulating plants and of great feats of healing. As it is used to channel a spell, the tips of its branches glow green-gold and the air is perfumed with the scent of mountain pines.

This wand has **7 charges**, represented by its seven green-gold leaves. When you expend a charge, a leaf withers and drifts to the ground. At dawn, new leaf buds unfurl and the wand regains **1d6 + 1** expended charges. If you expend the wand's last charge, roll a **d20**. On a **1**, the wand withers and petrifies, losing all magical properties.

Regrowth. The wand can enhance your healing spells. While holding the wand, you can spend a number of charges equal to the level at which you cast a spell to increase the spell's level by 1. The spell must heal a creature and cause no damage. You can't use this property to increase a spell's level by more than one level.

King of Plants. The wand has power over other plants. While holding the wand you can cast the *druidcraft* cantrip at will. In addition, you can expend charges to cast the *plant growth* (1 charge) and *tree stride* (3 charges) spells.

DRAKENHORN

Wondrous item, very rare (optional attunement)

Sculpted in the shape of a dragon's head, this elaborate brass-and-gold horn sparks small flames whenever it is blown.

This horn has **5 charges** symbolised by the waxed cloth wrapped 5 times around the horn. For each charge expended, one loop of the cloth magically burns away. Over the course of 10 minutes you can wrap a new cloth around the horn while singing a ballad of a legendary dragon. Eight hours later, the horn regains **1d4 + 1** expended charges. Whenever a property calls for a cone, the size of the cone equals 10 times the number of charges expended in feet.

Embolden. As an action you can expend any number of charges as you blow into the horn creating a loud noise audible for **300 feet**. All creatures in a cone are **immune** to the **frightened** condition and are under the effects of the *bless* spell for the next **minute**.

Optional Attunement. If you speak draconic, are proficient with a horn-like instrument, or are a bard, you can attune to the *drakenhorn*. While attuned to the horn, it gains the Charm Drake and Roar properties and, when the horn regains charges, it regains all expended charges.

Charm Drake. As an action, you can expend any number of charges and blow into the horn creating a sound that is especially beguiling to dragons. Each creature in a cone that has the dragon type must succeed on a **DC 16 Wisdom saving throw** or be **charmed** by the blower for the next hour.

A creature that succeeds on the saving throw is immune to the horn's Charm Drake property for the next **24 hours**.

Roar. As an action, you can expend any number of charges as you blow into the horn creating a loud noise audible for **300 feet**. All creatures in a cone must succeed on a **DC 16 Wisdom saving throw** or become **frightened** of you and be affected by the *bane* spell for the next minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effects on it on a success. A creature that succeeds on the saving throw is immune to the horn's Roar property for the next 24 hours.

Uncommon variant: Decrease all **save DCs** to **13**. Remove the *bless* and *bane* effects from Embolden and Roar respectively.



FROSTBLESSSED

Weapon (any sword), rare (enhanced attunement)

The stories say that the first and true *Frostblessed* sword - for many enchanters have tried to recreate its legendary effects - was a blessing from the Allfather himself. When the blade of a great warrior shattered as he fought a stampeding horde of frost giants, the Allfather looked fondly upon the hero's plight. The Allfather encased the blade in a razor-sharp shard of unmelting ice capable of chilling its foes and summoning fallen warriors from the Allfather's halls.

You have a **+1 bonus** to attack and damage rolls with this magic weapon.

Hypothermia. When you hit with an attack using this weapon, you can use a bonus action to absorb the target's heat. The target must succeed on a **DC 15 Constitution saving throw** or take **1d8** cold damage, have its speed halved, and be unable to take reactions until the start of its next turn. After you use this property roll a **d6**. On a 1 you can't use this property again until the following dawn. This property has no effect on creatures immune to cold damage.

Enhanced Attunement. When you slay a giant while wielding this blade you can choose to accept the Allfather's blessing, enhancing your attunement to this blade. If the blessing is accepted, you gain access to the 'Fallen Brothers' property. Once you accept the blessing, you can't willingly unattune from the blade until someone else kills a giant using the weapon and chooses to accept the Allfather's blessing.

Fallen Brothers. As an action, you can kneel and utter a prayer. In response, the gates of Valhalla briefly open and a wave of spectral warriors attack all creatures in a **30-foot cone**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **2d8** cold damage and **2d8** radiant damage on a failure, or half as much damage on a success. Once you use this property you can't use it again until you spend an hour recounting the tales of past heroes, an act of prayer to the Allfather.

Very rare version: Increase the **bonus** to **+2**, the **DCs** to **16**, and Hypothermia's cold damage to **1d10**. Fallen Brothers' cold and radiant damage increases to **3d8** and the cone to **40-feet**.

Legendary version: Increase the **bonus** to **+3**, the **DCs** to **17**, and Hypothermia's cold damage to **1d12**. Hypothermia can be used without limit. Fallen Brothers' cold and radiant damage increases to **4d8** and the cone to **50-feet**. Furthermore, the weapon has the property Hero's Armour.

Hero's Armour. When you would die from an attack (after rolling damage), fate and *frostblessed* intertwine, covering you in an armour of ice the moment before the attack hits. You AC increases by **10** until the end of your next turn, retroactively affecting the triggering attack. Once this property has triggered, it can't trigger again until the following dawn.



FROSTRUNE HANDAXE

Weapon (any axe), uncommon (requires attunement)

In the heart of a frozen volcano, frost giants make these coldforged weapons in the Frozen Forge. As they hammer these ingots, they sing the song of steel, an ancient melody that prevents the cold, brittle metal from shearing beneath their mighty blows. By pressing the rune-engraved metal into one's skin, one creates a nigh-unbreakable bond with the Frozen Forge.

The axe has **5 charges** and regains **1d4 + 1** expended charges after it spends 8 hours in snow, ice, or water. As a bonus action, you can expend a charge to cause cold mist to emanate from the axe for **1 hour**. It glows a soft blue, shedding bright light for 10 feet, dim light for an additional 10 feet, and deals an additional **1d4** cold damage on a hit.

Enhanced Attunement: Brand. After undergoing a branding ritual to become bonded to the axe, you can spend **2 charges** to cast the *spike growth* spell (**save DC 13**) as an action, replacing the thorns with a layer of razor-sharp icicles. In addition, the weapon regains all expended charges instead of 1d4 + 1. Once you have undergone this branding ritual, you can't willingly unattune from the axe until someone else willingly undertakes the branding ritual, at which point the attunement passes to them.

Rare version: Increase the number of charges to **6**, the recharge to **1d4 + 2**, and the cold damage to **1d6**. When you use the axe to cast *spike growth*, increase the **save DC** to **15**, and the damage to **3d4** per 5 feet travelled.

Very rare version: Increase the number of charges to **7**, the recharge to **1d4 + 3**, and the cold damage to **1d8**. When you use the axe to cast *spike growth*, increase the **save DC** to **16**, and the damage to **3d6** per 5 feet travelled.

Legendary version: While holding the axe you have resistance to cold damage. Increase the number of charges to **8**, the recharge to **1d4 + 4**, and the cold damage to **2d6**. When you use the axe to cast *spike growth*, increase the **save DC** to **17**, and the damage to **4d6** per 5 feet travelled.



GULLINBURSTI TUSKS

Weapon (dagger), uncommon (requires attunement)

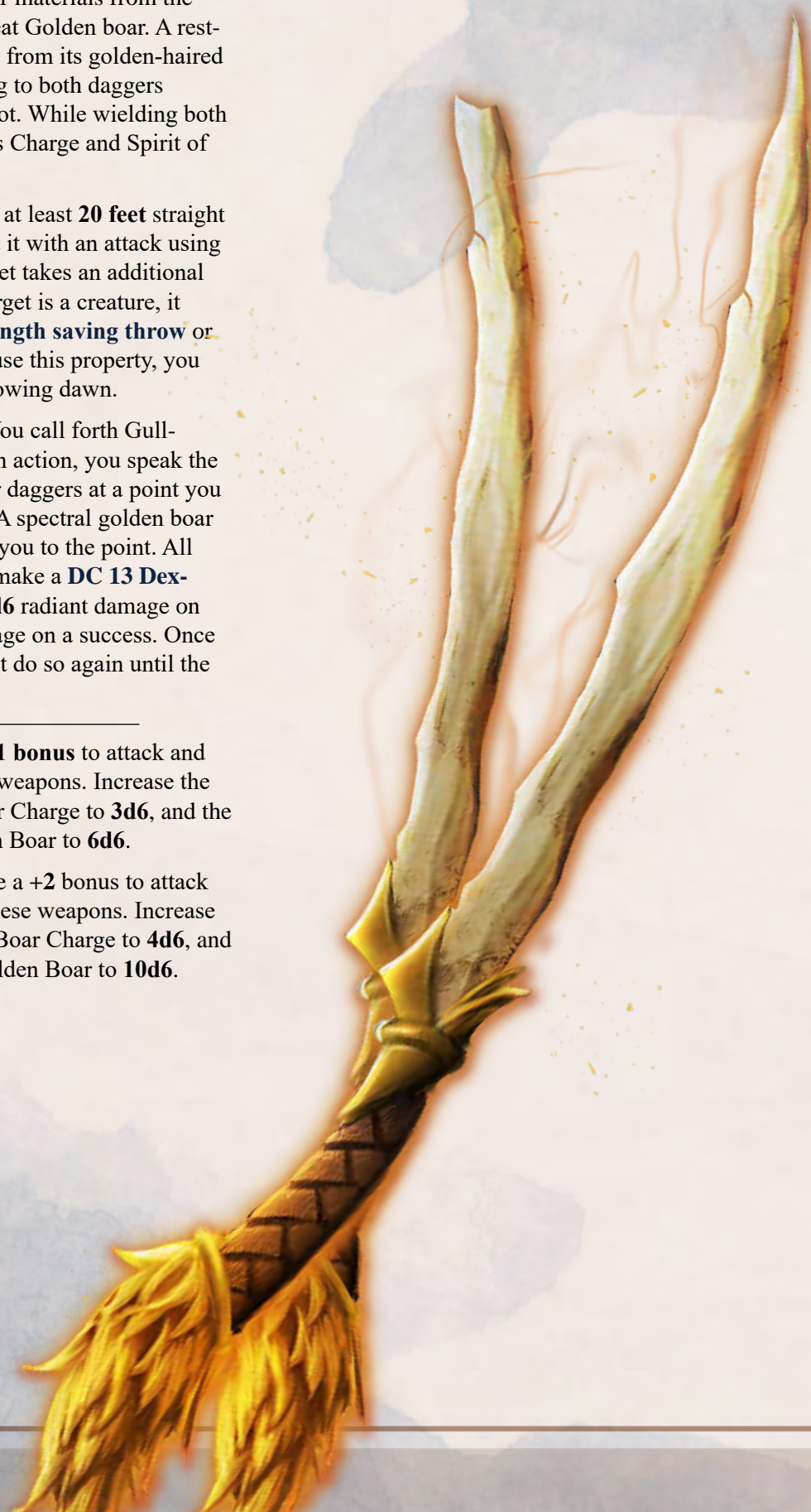
These rough, gold-and-ivory daggers are said to have been forged using leftover materials from the forging of Gullinbursti, the great Golden boar. A restless aura suffuses these blades, from its golden-haired hilt to its ivory points. Attuning to both daggers requires a single attunement slot. While wielding both daggers you can use the Boar's Charge and Spirit of the Golden Boar properties.

Boar's Charge. If you move at least **20 feet** straight towards a creature and then hit it with an attack using the *tusk* the same turn, the target takes an additional **2d6** piercing damage. If the target is a creature, it must succeed on a **DC 13 Strength saving throw** or be knocked **prone**. Once you use this property, you can't do so again until the following dawn.

Spirit of the Golden Boar. You call forth Gullinbursti's residual power. As an action, you speak the command word and point your daggers at a point you can see within **30 feet** of you. A spectral golden boar charges in a straight line from you to the point. All creatures along this line must make a **DC 13 Dexterity saving throw**, taking **3d6** radiant damage on a failure, or half as much damage on a success. Once you use this property, you can't do so again until the following dawn.

Rare version: You have a **+1 bonus** to attack and damage rolls made with these weapons. Increase the **DCs** to **15**, the damage of Boar Charge to **3d6**, and the damage of Spirit of the Golden Boar to **6d6**.

Very rare version: You have a **+2 bonus** to attack and damage rolls made with these weapons. Increase the **DCs** to **16**, the damage of Boar Charge to **4d6**, and the damage of Spirit of the Golden Boar to **10d6**.





ISFJELL, RING OF ICEBERGS

Ring, very rare (optional attunement)

Crafted in the Frozen Forge, this ring is capable of entombing its wearer in a protective iceberg, or isfjell as it is known in the Giant tongue. Such rings are found in all sizes; a ring crafted for a giant might be worn as a torc by Loic Giantslayer, or as a belt by Mitji the Tiny. This malleability arises thanks to the wisps of water vapour that run between the ring's jagged ends and its geodesic jewel, allowing it to expand and accommodate most digits.

Isfjell. As a reaction to being hit by an attacker you can see, or as a bonus action, you can spin the ring's jewel causing it to expand into a hollow block of clear ice that completely surrounds you. This breaks any grapples in which you are involved. The iceberg occupies your space and creatures can't pass through

it. The iceberg has the capacity for one creature of your size; there is enough space within the iceberg to turn around, but you can't move more than 6 inches in any direction. Spells and other magical effects can't extend through the iceberg or be cast through it.

The iceberg has **100 hit points**, which takes as much of any triggering damage as possible. The iceberg has immunity to cold, poison, and psychic damage, and vulnerability to fire damage. It automatically fails Dexterity saving throws. The icy tomb lasts for up to **1 minute**, until it is destroyed, or until you use a bonus action to cease the jewel's spinning, whichever comes first.

Once you use this property, you can't do so again until the ring spends 8 hours in snow, ice, or cold water.

Optional Attunement. If you attune to the ring, you gain **resistance** to cold damage.

SKINWALKER STAFF

Staff, spellcasting focus, very rare (requires attunement by a bard, druid, or ranger)

Used in shamanistic rituals to commune with wild-life, this staff is adorned with animal skulls and bones. This staff has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Whilst wielding the staff you can expend 1 or more of its charges to cast one of the following spells, using your spell save DC:

Charges	Spell
1	<i>Animal friendship, speak with animals</i>
2	<i>Animal messenger</i>
3	<i>Conjure animals</i>
4	<i>Dominate beast, polymorph (self only)</i>

If you expend the last charge, the skull on the staff withers and cracks, losing its magic. As part of an 8-hour ritual, the skull can be replaced by that of a beast slain within the last 24 hours. At the next dawn, the staff regains charges as normal.

Rare variant: Remove the 4 charge spell options.

SNOW WOLF COWL

Wondrous item, rare (requires attunement)

Few warriors can claim to have single-handedly bested a full grown snow wolf. Those that do can have the head of such a monster enchanted by a clan shaman, granting them the power to transform into the beast. Such cowls are prized trophies amongst the frozen norse clans, symbols of might and status.

Wolf Form. As an action you can cast *polymorph* on yourself with a duration of 1 hour, no concentration required. When you do so, you ignore the spell's limitations to beasts and become a **winter wolf** (your GM has the stat block). You can end this spell early as a bonus action. Once you use this property, you can't do so again until the following dawn.

Uncommon version: When you use the Wolf Form property, you turn into a **dire wolf** instead of a winter wolf.

Very rare version: You can use the Wolf Form property once per short rest and you have **resistance** to cold damage while you wear the cowl.



SPEAR OF THE STORMSINGER

*Weapon (quarterstaff & spear), uncommon
(requires attunement)*

Stormsingers - disciples of the Allfather - are said to be able to channel the wrath of storms into holy weapons. If one of their sacred sites is threatened, the air is filled with a berserker's chant as they throw themselves into combat with a zealotry inspired by the prospect of entry into the Allfather's halls. When inactive, the staff appears and behaves as an elegantly adorned metal quarterstaff.

As a bonus action, you can speak this magic weapon's command word, causing crackling lightning to appear at its tip. The weapon sheds bright light for **20 feet**, dim light for an additional **20 feet**, the weapon's type becomes a spear, and it deals lightning damage instead of piercing damage. While activated, whenever you make a thrown ranged attack with this weapon, a small lightning bolt shoots forth; you need not throw the weapon itself.

Allfather's Wrath. As an action, you can cast the *guiding bolt* spell (+5 to hit) dealing either lightning damage or radiant damage (your choice). Once you use this property, you can't do so again until you spend one hour singing a storm song in praise of the Allfather whilst outside. Upon completion, a lightning bolt strikes the weapon and Allfather's Wrath can be used again.

Rare version: You have a +1 bonus to attack and damage rolls made with this magic weapon. Allfather's Wrath can be used to cast either *guiding bolt* at 5th-level (+7 to hit), or *lightning bolt* (save DC 15). These spells deal the player's choice of lightning or radiant damage.

Very rare version: You have a +2 bonus to attack and damage rolls made with this magic weapon. Allfather's Wrath can be used to cast either *guiding bolt* at 8th-level (+8 to hit), or *chain lightning* (save DC 16). These spells deal the player's choice of lightning or radiant damage.





SUNEATER AXE

Weapon (any axe), rare (requires attunement)

When the mighty wolf Fenrir threatened the world, the dwarves fashioned an impossibly strong thread with which to keep him bound. This thread, known as Gleipnir, was crafted from the sound of a cat's foot-fall, the roots of a mountain, and the breath of a fish, amongst other things. With the leftover material the Weapons of Binding were made. Suneater axe is one such weapon, a depiction of the wolf Skoll who the dwarves believe will one day devour the sun.

You have a **+1 bonus** to attack and damage rolls you make with this magic weapon. This magic weapon has **6 charges** and regains **1d6** expended charges whenever it bathes in the light of dawn or dusk for 10 minutes. It can recharge no more than once per 24 hours.

Suneater. As an action, you can expend **2 charges** to cast the *darkness* spell. While you hold *suneater*, you can see through this magical darkness.

Gleipnir. As an attack, you can expend **1 charge** to launch the axe's blade from Skoll the wolf's mouth. Make a thrown range weapon attack against a target within **30 feet**. On a hit you deal the axe's normal damage and the creature must succeed on a **DC 15 Dexterity saving throw** or become **grappled** (es-

cape **DC 15**). A creature that fails by **5 or more** is **restrained** while it is grappled in this way. A Huge or larger creature has **disadvantage** on the saving throw. As an action, a creature can attempt a **DC 15 Strength** check, freeing a creature grappled in this way on a success.

While you have a creature grappled using Gleipnir, you can't use Suneater axe to make an attack and you must continue to hold the axe to maintain the grapple. As a bonus action you can try to reel in a creature grappled by Gleipnir. Make a **Strength (Athletics)** check contested by the grappled creature's **Strength (Athletics)**. On a success, you can pull the target up to **15 feet** closer to you.

Very rare: Increase the **bonus** to **+2**, and the **DCs** to **16**. While you wield this weapon, you have resistance to radiant damage.

Legendary: Increase the **bonus** to **+3**, the **DCs** to **17**. While you wield this weapon, you have **resistance** to radiant damage. In addition, you can expend **3 charges** to cast *conjure animals* as an action, summoning a **winter wolf**.



WINTER'S END

Bow (any), rare (requires attunement)

Woven from the first branches to bloom at the end of winter, this living bow is strung with a length of snowspider's silk. When an arrow is nocked, the ammunition immediately lights up, shedding bright light for **15 feet**, dim light for an additional **15 feet**, and emanates a blue, rolling mist. This light lasts for **one minute** after the arrow is shot from the bow.

You have a **+1 bonus** to attack and damage rolls made with this weapon. While attuned to this item, you can cast the *druidcraft* cantrip at will.

Winter Hunt. While your target is standing on snow or ice, or is in subzero conditions, you deal an extra **1d6** cold damage when you hit with a weapon attack using this magic weapon.

Ice Shower. As an action, you can choose a point you can see within the normal range of this weapon and fire a volley of up to six arrows. These arrows levitate in the air when they enter a **15-foot radius** of that point. For the next minute, or until all the arrows are used, whenever a creature enters the area for the first time on a turn or starts its turn there, one arrow shoots at it. The creature must succeed on a **DC 15 Dexterity saving throw** or take **1d6** piercing and **1d6**

cold damage. Once you use this property, you can't do so again until the following dawn.

Uncommon variant: Remove the bonus to attack and damage rolls, and the *druidcraft* cantrip. Decrease the cold damage of all properties to **1d4**. When you use the Ice Shower property, the radius decreases to **10 feet** and the **DC** decreases to **13**.

Very rare variant: Increase the **bonus** to **+2** and the cold damage of all properties to **1d8**. When you use the Ice Shower property, the radius increases to **20 feet**, you can fire up to eight arrows, and the **DC** increases to **16**.

Legendary variant: Increase the **bonus** to **+3** and the cold damage of all properties to **1d10**. When you use the Ice Shower property, the radius increases to **30 feet**, you can fire up to ten arrows, and the **DC** increases to **17**.

WORLDShAPER

Weapon (greataxe), legendary (requires attunement)

When gods still walked the surface, dwarven smiths forged an axe to rival the powers of deities. With it they carved a new world of rock; canyons sheared under its mighty blows, mountains were beheaded, and great stone caverns were founded where only impenetrable rock had stood before. Incensed by the dwarves' hubris, the gods cursed the axe and extracted promises from all dwarvenkind that they would never again reach for the power of the gods.

You have a **+3 bonus** to attack and damage rolls made with this magic weapon. While attuned to this weapon, you can speak, read, and write dwarvish. In addition you have darkvision out to a range of **120 feet** if not already greater. As an action, you can feel the ground gaining tremorsense out to a range of **30 feet** until the end of your next turn. If you are underground, this distance is doubled to **60 feet**.

Tunneler. While wielding this axe you gain a burrow speed of **30 feet**. You leave a tunnel big enough for a creature of equal size to walk without squeezing.

Stone shaper. You can cast the following spells at will (save **DC 17**). After you do so, roll a **d8**. If the result is less than or equal to the spell's level, you can't use this property again until the following dawn:

- *stone shape* (4th level)
- *stone skin* (4th level)
- *wall of stone* (5th level)
- *flesh to stone* (6th level)
- *move earth* (6th level)

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken, you are unwilling to part with the weapon, keeping it within reach at all times. While cursed, each time you finish a long rest, you must make a **DC 15 Constitution saving throw**. A dwarf has **disadvantage** on this saving throw.

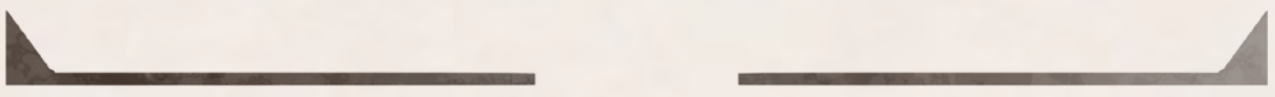
On a failure, you slowly begin to petrify and your speed is reduced by **5 feet**. When your speed becomes 0 feet due to this curse, you become fully petrified. Each time greater restoration is cast on you, your speed increases by 5 feet, up to your normal maximum.

Remove curse or similar magic can end your attunement to the item. However, the curse can't be removed from the item by any means short of a *wish* spell.

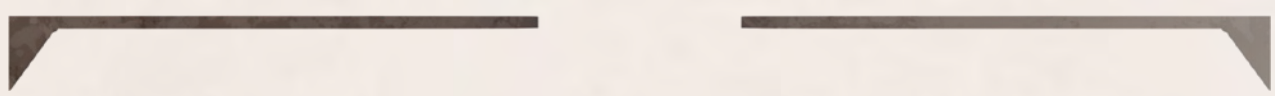
RULES REMINDER - GREATER HEALING

Casting *greater healing* requires 100 gp of diamond dust. Staying attuned to this item can be costly!





RAKIN ARTIFICE



HERBALIST SHOULDER BAG

Wondrous item, uncommon (requires attunement)

Despite being filled to the brim with soil, this shoulder bag weighs only five pounds. Some say the soil is from the plane of earth, others that it was enchanted by a very clever druid fond of fresh food.

This bag contains **6** assorted, magical plants, mushrooms, and herbs. They lose their magic if they are removed from the bag for more than 1 minute. As an action, you may harvest one of these goodies and either eat it, or give it to a creature within **5 feet**. A creature must spend an action to consume one of these goodies. Upon consuming one of these goodies, a creature gains a random benefit of the *enhance ability* spell. If a creature eats more than one of these goodies, the old benefit is replaced by the new one. Roll a d6 and consult the following table:

d6	Ability
1	<i>Bear's Endurance</i>
2	<i>Bull's Strength</i>
3	<i>Cat's Grace</i>
4	<i>Eagle's Splendour</i>
5	<i>Fox's Cunning</i>
6	<i>Owl's Wisdom</i>

Regrowth. If you take 10 minutes to tend to this bag during a long rest, the next morning you find **1d4** more goodies. If you are proficient with the herbalism kit, you find **1d4 + 2** goodies, instead!

NOT NICE BEEZ

Adventuring gear, common

A jar full of angry bees that will mercilessly attack any creatures in range. But, thanks to the Rakin's craftiness, it is disguised as a jar of nice harmless bees.

B-Bomb! As an action, a character can throw this bomb at a point up to 60 feet away. Each creature within 5 feet of that point takes **2d6** piercing damage and must succeed on a **DC 13 Constitution saving throw** or also take **1d6** poison damage.

Recipe. You can try to make your own jar of Not Nice Beez should you be fortunate enough to find a bee hive. Make a **DC 12 Dexterity check**. On a failed check you take **2d6** piercing damage and the bees elude you. On a success you take half as much damage and collect



enough bees for one jar! Finally, you must disguise the jar as a jar of Nice Beez™.

Rare variant, Killer Beez: Increase the piercing and poison damage to **4d6**, and increase the **DC** of the **Constitution saving throw** and **Dexterity** check to **15**.

NUTBLUSTER

Weapon (slingshot), uncommon (can be attuned to by a rakin)

Despite its crude appearance, the slingshot is the weapon of choice for urkins and tanukins alike. Rakin will personalise their slingshots with charms and trinkets to show their victories. This magic weapon gains a **+1** bonus to attack and damage rolls. Though attunement is not required for this bonus, if a rakin attunes to the item, the bonus increases to **+2**.

Rare variant: Increase bonus to **+2** (**+3** for rakin).

NUTBLUSTER AMMUNITION

Ammunition, rare.

Before making an attack you may choose a special ammunition from your ammo pouch (no action required) which have effects in addition to the normal attack:

Ammo	Effect
Acid Tar	On hit: the target must succeed on a DC 13 Strength saving throw or become restrained. The target takes 2 (1d4) acid damage at the start of each turn that it is restrained in such a way. It may use an action to attempt a DC 13 Strength check , freeing itself on a success.
B-bomb	Hit or miss: The target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage and move in a random direction as per the cantrip Infestation.
Bullet Ant	The normal and maximum range for the weapon are doubled. On hit: the target takes an additional 3 (1d6) fire damage.
Moth Powder	On hit: The target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
Scatter-nut	Hit or miss: the nut ruptures. All creatures within 5 feet of the target must make a DC 13 Dexterity saving throw , taking 5 (2d4) damage on a failed save, or half as much damage on a success.
Sleeping Sand	On hit: Roll 7d8 , if the total is equal to or more than the target's remaining number of hit points it falls unconscious for 10 minutes , until it takes damage, or another creatures uses an action to shake it awake.



QUICKSTEP KUNAI

Weapon (dagger), uncommon (requires attunement)

This weapon could pass for a simple wooden or bone kunai, but don't let its crude appearance trick you. Made by tanukin masters, mysterious etchings can be seen on its surface, imbuing it with an ostentatiously visible magical aura.

Charges. This item has **5 charges**, represented by etches on the kunai's surface. When a charge is used, one symbol magically disappears. Once per long rest you can spend 10 minutes carving **1d4** symbols, restoring that many charges to the blade. If you are proficient with Woodworker's Tools you restore an additional **2 charges**.

Transposition. When you take the Attack action, you can replace one of the attacks with a special action. You can use this special action to throw the kunai at an unoccupied space you can see within **30 feet**. As long as the kunai is within 60 feet of you, you can, as bonus action, expend **1 charge** to instantly teleport to the kunai's location, leaving behind only a puff of smoke and falling leaves.

SEARING KAMA

Weapon (sickle), uncommon (requires attunement)

Inspired by a traditional tanukin kama, this weapon has been obviously modified and upgraded by a talented artificer. It is not unusual for urkin artificers to use traditional weapons as a base for their inventions, combining ancestral wisdom with modern technology.

Hotting Up. When you deal damage to a creature with this weapon, you gain **1 charge** as it begins to gain heat. If you do not deal damage with this weapon for 1 hour, the heat dissipates from the weapon and you lose all charges. You may expend charges to create the following effects:

Burn! On your turn, you can expend **1 charge** (no action required) to deal **1d6** fire damage the next time you hit with this weapon.

Searing Kusarigama. As a bonus action, you can expend **3 charges** to turn the lever on the handle of the kama releasing a whip-like chain in a flurry of sparks. The reach of this weapon increases by 5 feet for the next minute or until retracted (no action required), and your next attack with this weapon has **advantage**.



SKELETON KEY

Wondrous item, uncommon

A jagged bone ‘key’, carved in the likeness of a mad-eyed rakin. As an action you can press this key into a pile of bones and twist, casting the spell *animate dead*, no material components required. Once you use this effect you can’t do so again until you finish a long rest.

SQUIRRELSUIT

Wondrous item, uncommon (can be attuned to)

Worn over the clothes, these baggy suits fully embrace, but never quite attaining, the ‘one-size fits all mantra’. The glide-suit takes one minute to don or doff. While worn, the wearer gains a glide speed of 60 feet; for each 30 feet travelled, the wearer drops by 5 feet.

Attunement. An unattuned wearer is ‘bedraggled’. Whilst bedraggled, it has **disadvantage** on all **Dexterity saving throws**; and all attack rolls against the wearer have **advantage**. Upon attuning to the suit, it magically cinches in to the body, the wings concertinaing into groin and underarm pockets. An attuned wearer is never bedraggled and has **advantage** on any **Dexterity (Gliding)** checks made whilst wearing the suit.

STINK BOMB

Adventuring gear, uncommon

Made of a mishmash of mushrooms and roots wrapped in various leaves, this could pass for a healthy snack for a tanukin. But don’t be fooled, once lit, a noxious miasma of indescribable smells accompanied by thick smoke billow from the bomb.

Bombs Away! As an action, you can light and throw this bomb at a point you can see within **60 feet**. It explodes on impact, releasing the gas in a **15-foot-radius sphere** for the next minute. Each creature within the area at the start of its turn must make a **DC 13 Constitution saving throw** against poison. On a failed save, the creature takes **2d6** poison damage and makes its next attack with **disadvantage**. Creatures that don’t need to breathe, are immune to poison, or that don’t have a sense of smell are not affected by this gas. Any creature that starts its turn within the cloud has **disadvantage** on **Dexterity (Stealth)** checks to avoid being smelled for the next 12 hours. A moderate wind (at least 10 miles per hour) disperses the gas after 3 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.







MAGITECH MAYHEM



BLAST & SLASH

Weapon (battleaxe), uncommon (requires attunement)

A rudimentary firearm, this item has been modified and mounted with an axe head fashioned from scrap metal. Remnants of oak wood on the handle and the firing mechanism are all that is left from the original firearm. The result is a magical axe-blunderbuss hybrid that can only be used at point blank range due to the poor precision and limited blast power.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Point Blank Blast. When you hit a creature with this weapon, you can activate the backfiring mechanism and deal an additional **4d6** piercing damage to the creature. The creature must succeed on a **DC 15 Constitution saving throw** or suffer severe burns for **1 minute**. At the start of each of its turns, the creature must repeat the saving throw, taking **1d6** fire damage on a failed save. On a successful save, the effect ends. Once you use this effect, you can't do so again until you rearrange the mechanism over a short rest.

Very rare variant: Increase the bonus to **+2**, the piercing damage to **8d6**, and the fire damage to **2d6**.

B.O.N.K MK. 2

Weapon (maul, warhammer, or greatclub), rare (requires attunement)

After the failed launch of the B.O.N.K v1, which had a history of blowing the user's hands off or melting their face, genius artificer Anton Spark unveiled its successor. The v2 is bigger, faster, and, allegedly, "safer".

When you take the attack action, this weapon gains **1 charge** as the pressure within builds, up to a maximum of 3 charges. One hour after this weapon first gains a charge, it depressurises, losing all charges.

B.O.N.K. As a bonus action, you can expend **1 charge** to activate the built in engine to boost your next attack. If this attack hits, you deal an additional **1d8** bludgeoning damage.



B.O.O.O.N.K. As an action, you can expend 3 charges to fire a bolt of lightning at a creature you can see within 30 feet. The target must make a **DC 15 Dexterity saving throw**, taking 5d8 lightning damage on a failure, or half as much damage on a success.

CLOCKWORK WYVERN

Wondrous item, rare (requires attunement)

This limited edition clockwork wyvern comes with a fully-operational, miniature coal engine. Thanks to an intricate mix of steam-powered gears and pistons, the construct has lifelike movements and mannerisms.

Combat. In combat, the clockwork wyvern shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take the action in its stat block or the Dash, Disengage, Help, Hide or Search action. The wyvern has a maximum of **10 charges**; see the wyvern's stat block for details on how to spend and recharge this resource.

Death and Damage. The clockwork wyvern cannot regain hit points like other creatures. If the *mending* spell is cast on it, it regains 2d6 hit points. If it falls to 0 hit points, it loses all charges and becomes inert. Lightning or fire damage from a first level spell or higher can reinvigorate the wyvern, bringing it back to life with 0 charges.

CLOCKWORK WYVERN

Tiny construct, unaligned LT & HW4

Armour Class 13 (natural armour)

Hit Points 22 (4d4 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	2 (-4)	6 (-2)	6 (-2)

Skills Perception +0

Damage Vulnerabilities lightning

Damage Immunities fire, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its master but can't speak.

Challenge 1/2 (100 XP)

Afterburners. The wyvern can consume 1 charge as a bonus action, doubling its fly speed until the start of its next turn.

Fuel. Over the course of a long rest, the wyvern can regain charges by consuming high-quality charcoal. It regains 1d4 + 1 charges for each 1 gp of charcoal consumed, to a maximum of 10.

If the wyvern drops to 0 charges, the wyvern falls prone and unconscious until it is recharged with at least 2 gp of charcoal.

Immutable Form. The wyvern is immune to any spell or effect that would alter its form.

Magic Resistance. The wyvern has advantage on saving throws against spells and other magical effects.

ACTIONS

Mechanical Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dragonling Breath (Recharge 5-6). The wyvern consumes 3 charges and exhales fire in a 15-foot cone. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 17 (5d6) fire damage on a failed save, or half as much damage on a success.

Reconstitute. The wyvern consumes 1 charge, regaining 2d6 + 3 hit points



HEAVY MOBILE DRILL

Wondrous item, rare (requires attunement)

A wonder of mining technology, this drill can turn even the most meagre gnome into a walking excavator. While wearing this item you can't jump. However, you can use the drill arm to raise you up to 10 feet off of the ground.

Weapon. While attuned to this item, you can use it as a one-handed simple melee weapon with a reach of **5 feet**. You are proficient with this weapon and it deals piercing damage equal to **1d10 + your Strength modifier** on a hit. You have **advantage** on melee attacks made with the drill against creatures made of inorganic material such as stone, crystal, or metal, and you deal triple damage to structures.

Excavate. As a bonus action, you choose a portion of non-magical soil, sand or rock that fits within a **10-foot-cube** and excavate it, depositing it up to **10 feet** away.

Drill! As an action, you can make a melee attack with the drill against a creature within **10 feet**. On a hit, you deal piercing damage equal to **3d10 + your Strength modifier**. If the creature is wearing armour made of an inorganic substance such as stone, crystal, or metal, that creature has its AC reduced by 1, to a minimum of 10 + its Dexterity modifier.

Power. The crystals that power this device are temperamental, often discharging when too much power is drawn. Whenever you use the 'Drill!' property, roll a **d4**. On a 1, the crystals go dark, and the drill becomes a dead weight. Until its recharged, you can't use it as a weapon, use any of its features, and your walking speed is halved. The crystals must be dealt **10** points of lightning or radiant damage in order to recharge and resume normal function.

OWLSIGHT GOGGLES

Wondrous item, uncommon

You gain darkvision out to a range of **60 feet** and your ranged attacks do not suffer **disadvantage** when attacking at long range.

Expert Tracker. Once per long rest you may incite the goggles' command word, activating their thermal vision. For the next **10 minutes**, you can see all heat signatures within **20 feet**. This includes items and objects warm-blooded creatures might have recently touched. This vision can penetrate through most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





PRIVATEER COAT

Wondrous item, rare (requires attunement)

Worn to shield crews of airships against cold and violent winds, this jacket is equipped with pockets and pouches fit for repair tools and weapons. Some coats are adorned with decorative shoulder pads and pins to distinguish rank and aerial prowess.

While wearing this coat you have **advantage** on checks and saves made to overcome the effects of cold weather or violent winds. You also gain **advantage** on **saving throws** against spells that deal cold damage. Finally, you have **advantage** on **Charisma checks** against any creature that recognizes your uniform as a higher authority than itself. Roll a **d4** to determine the rank; 1 - petty officer, 2 - lieutenant, 3 - captain, 4 - admiral.

Repair Adept. While attuned to the coat, you can cast the mending cantrip at will

Aerial Messaging. When operating any aircraft you can write a message in the sky, creating one letter each 30 seconds. The letters last for 1 hour on a calm day, 10 minutes in a moderate wind (at least 10 miles per hour), or 1 minute (at least 20 miles per hour). Your flying speed is halved for the duration of your message-writing.

SCORCHING FISTS

Wondrous item, rare

Made of ceramic and metal plating, these gloves allow their wearer to manipulate hot metal without fear of burning oneself, as well as to smelt ore and weld metal. In underground battle pits these gauntlets see more unconventional uses. With the limiters removed, the glove's knuckle-exhausts can form a flaming blade, with devastating results.

This item has **10 charges**. You can replenish **1d8 + 2 charges** by replacing the fuel canister on the side. To do so you will need the equivalent of 10 gp of high quality oil. This manipulation takes 10 minutes and can be performed once per long rest

Scorching Fist. While wearing this item, you can expend 1 charge to add **1d4** fire damage to your unarmed strikes performed with your fist this turn. You can also handle white-hot metal without fear of burning yourself.

Overheat. As an action, you can expend **3 charges** to remove the limiter causing a flaming blade to shoot blossom. The gauntlets shed bright light in a **10-foot**

radius and dim light for an additional **10 feet**. This blade lasts for **1 minute** or until it is extinguished (no action required). You are proficient with this simple melee weapon, which has the finesse property. It deals **3d8** fire damage on a hit.

SHADOWSTALKER GARB

Armor (any light or medium), rare (requires attunement)

This mechanical garb was tailor-made to allow assassins to glide over their target without being heard, before eliminating them with a swift, swooping attack. Anton Spark, the famous tinkerer, modelled this design after a snowy owl silently snatched a doughnut from his hand.

Whilst attuned to this item you are proficient with the **Dexterity (Gliding)** skill. You can use your mechanical wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to **100 feet** from the fall when calculating falling damage (except for falling damage sustain due to the 'Death From Above' feature). In addition, you

can move up to 2 feet horizontally for every 1 foot you fall. Whilst gliding you have **advantage** on **Dexterity (Stealth)** checks to avoid being heard.

Take-off. You can activate your wings and gain a flying speed of **30 feet** for **10 minutes**. This property can't be used again until you finish a short or long rest.

Death From Above. As a bonus action you may fold yourself into a dive position. You gain a 'diving speed' of **120 ft**, which can only be used to drop directly downwards. If you hit a creature with a melee weapon attack after dropping in such a way you deal an additional **1d6** damage for each 10 feet dived.

If you miss the melee weapon attack you can use your reaction to flare your wings and pull out of the dive. Make a **Dexterity (Gliding)** check. The DC for this check starts at 0 and increases by **2** for each **10 feet** dived before the attack. On a success you swoop back up to half your previous altitude. On a failure you crash, taking **1d6** bludgeoning damage per **20 feet** dived.





SIR WRENCHINALD THE THIRD

Weapon (mace & dagger), very rare (requires attunement)

Sir Wrenchinald the Third is an eccentric wrench, given sentience after years of being used to create items imbued with magic. You gain a **+1** bonus to attack and damage rolls made with this magic weapon. While holding this weapon, you have **advantage** on **Intelligence checks** and **saving throws**. The wrench consist of two parts; pulling them apart reveals a dagger sheathed within the wrench's handle. If you are not attuned to the wrench when you unsheathe the dagger you take 1d4 bludgeoning damage as the wrench closes around your hand.

Foul Mouth. You can use bonus action to prompt Sir Wrenchinald to hurl insults at a nearby creature, casting vicious mockery at the target.

Pun Master. Once per short rest, as an action you can hold out Sir Wrenchinald to face a creature, causing it spurt out a series of puns, casting *hideous laughter* or *compelled duel* (your choice; **save DC 15**).

Sentience. The wrench is a sentient lawful neutral mace with an **Intelligence** of **18**, a **Wisdom** of **10**, and a **Charisma** of **14**. It has hearing and darkvision out to a range of **120 feet**. The wrench communicates by speaking out loud and can speak, read, and understand Common, Gnome, and Modron

Personality. While Sir Wrenchinald is being wielded it emits a constant stream of peculiar observations and insults, directed at anyone who would listen. Sir Wrenchinald values intelligence and mechanical skill above all, and may occasionally challenge its wielder with contests of wit in order to test them. Conflict arises if it feels that its wielder does not match its intelligence or makes decisions it views as foolish. Although Sir Wrenchinald acts as if all challenges are beneath it, it is easily intrigued by a puzzle or strange problem.

SPARKBLADE MK. 1

Weapon (any sword), rare (requires attunement)

As arcanodynamos have become more common, there has been an explosion in devices making use of this magic-generating technology. From lanterns to roller-skates, and now: sparkblades.

This magic weapon has **6 charges**. You can regain charges by swinging the weapon vigorously for **10 minutes**, without interruption. At the end of this time,

make a **DC 10 Strength (Athletics)** check. The item regains **1d6** charges on a successful check, or half as many charges on a failure. If you attempt to recharge this item for a second or subsequent time between long rests, you must succeed on a **DC 15 Constitution saving throw** or gain 1 level of exhaustion. As a bonus action, you can pull the trigger 1, 2, or 3 clicks, energizing the blade for **1 minute**:

1 Click. You expend **1 charge**. For the duration, each time you hit with this weapon you deal an additional **1d4** lightning damage.

2 Clicks. You expend **3 charges**. For the duration, each time you hit with this weapon you deal an additional **1d4 + 1** lightning damage and the target must succeed on a **DC 12 Constitution saving throw** or lose its reaction.

3 Clicks. You expend **6 charges**. For the duration, each time you hit with this weapon you deal an additional **1d4 + 2** lightning damage and the target must succeed on a **DC 15 Constitution saving throw** or lose its reaction. If it fails this save by 5 or more (**DC 9**), it is stunned until the start of its next turn.

Uncommon variant: Decrease the additional damage to **1/2/3** respectively and the **DCs** by **2**.

Very rare variant: Increase each damage die to a **d6** and the **DCs** by **1**.

Legendary variant: Increase each damage die to a **d8** and the **DCs** increase by **2**.

TECHNOMANCER STAFF

Weapon (quarterstaff), rare (requires attunement)

A focus for pliers of electrical currents and lightning-based magic, this staff represents the evolution of wizardcraft and artifice. While old-fashioned mages potter about with candles and arcane runes, the new blood embraces technology. This staff contains the latest in magic energy catalysts, allowing it to recycle and redirect residual magical energy.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While holding this weapon, whenever you cast a spell that deals lightning damage, roll a **d6**. You gain a damage bonus to one roll of the spell equal to the number rolled.

Lightning Rod. When you or a creature within **20 feet** of you is damaged by a lightning spell or effect, you can use your reaction to absorb part of the damage dealt to that creature. The damage is reduced by

an amount equal to **1d10** + your proficiency bonus.

Residual Charge. After you cast a spell that deals lightning damage, or use the 'Lightning Rod' feature, purple crackling energy gathers at the tip of this quarterstaff. The next time you hit with a melee attack using the staff you deal an additional **1d6** lightning damage. After you hit with a melee attack, or after 1 minute (whichever comes first), the staff loses this charge.

Very rare variant: Increase the attack and damage bonus to **+2**; increase 'Lightning Rod' to **2d10** + your proficiency bonus, and increase the **d6s** to **d8s**.

Legendary variant: Increase the attack and damage bonus to **+3**; increase 'Lightning Rod' to **4d10** + your proficiency bonus, and increase the **d6s** to **d10s**.





WELCOME TO THE JUNGLE



BRACERS OF THE JAGUAR WARRIOR

Wondrous item, very rare (requires attunement)

These golden bracers, adorned with layers of spotted fur and three glowing green gems, are worn by the fearsome jaguar warriors. Tasked with defending the Sun God's temple against intruders and wild animals, legend says that these bracers imbue these warriors with the ability to summon jaguar spirits from the fey realms. While wearing these bracers, you gain a **+1 bonus** to your AC.

Jaguar Spirit Claw. You can use a bonus action to speak this bracer's command word, causing three radiant claws to appear from the gems. For the next minute, you gain the following benefits:

- Your unarmed strikes deal radiant damage instead of bludgeoning damage.
-
- You can add your Wisdom modifier to your unarmed strike's damage.

Jaguardian. While you wear these bracers, you can use an action to speak the command word and call forth jaguar spirits to protect you, casting the spell *spirit guardians* (save **DC 15**).

After you use either Jaguar feature, you can't use that property again until you finish a short or long rest.

Rare variant: Remove the bonus to AC and the 'Jaguar Guardian' ability.

Legendary variant: Increase the bonus to AC to +2

CEREMONIAL MACUAHUITL

Weapon (greatsword or longsword), rare (requires attunement by a creature with a Strength of 16 or higher)

Unlike the traditional, functional macuahuitls, this exceptionally heavy specimen replaces wood and bone with gold and jade. Used for ritual sacrifice, this weapon retains the magic bestowed by years of appeasing the sun gods. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Once you use the 'Eclipse!' or the 'Might of the Sun God' feature, you can't use that property again until the following dawn.

Eclipse! While you hold the drawn sword in the sunlight, you can use an action to cast the *darkness* spell.



Might of the Sun God. While under the night sky, or when you are standing in non-magical darkness, you can use an action to call upon the help of the sun god, casting the sunbeam spell (save DC 15).

Very rare variant: Increase the **bonus** to +2 and the *sunbeam* save DC to 16

Legendary variant: Increase the **bonus** to +3 and the *sunbeam* save DC to 17. Add the *daylight* spell to Eclipse!; you can use the Eclipse! property at will.

HELMET OF THE DINO SLAYER

Wondrous item, rare (requires attunement)

This Helmet is made from various dinosaur parts by an expert craftsman. It offers protection against otherwise deadly blows from creatures larger than you. Wearing such a helmet is proof of superior hunting and survival skills in the deadly jungle. While wearing this helmet you have **advantage** on **intimidation** checks.

Saurian Resilience. When a creature one or more size categories larger than you reduces you to 0 hit points with a melee weapon attack, make a **DC 13 Constitution saving throw**. On a successful save, you instead drop to 1 hit point. Success or fail, this property can't be used again until you finish a long rest.

One With Nature. You have mastered survival in hostile jungles. While wearing this helm, you can cast the animal friendship, speak with animals, and locate animals or plants spells from it, using Wisdom as your spellcasting ability. Once you cast any of the spells, you can't use this property again until you finish a short or long rest.

JADE SKULL OF THE SUN KING

Wondrous item, rare (requires attunement by a spellcaster)

This jade skull wears the crown of a fallen Sun King. Legend says that each king had to prove themselves worthy of the blessing of a couatl so that they may from craft their own crown from its gifted feathers. The stories also tell of the power stored in these precious artifacts, and of the hubris of thieves. Those for whom the crowns were not intended are subject to bestial curses should they try to don these royal raiments.

Vestigial Radiance. While holding the skull you can cast the *word of radiance* or *dancing lights* cantrips from it at will.



Blazing Eyes. As an action you can brandish the jade skull in front of you and speak its command word. Casting the *scorching ray* spell at 3rd level, and dealing radiant damage instead of fire. You can use this property a number of times equal to your Intelligence modifier, regaining all expended uses when you finish a long rest.

Curse. Removing the crown from the jade skull, curses the last creature that touched the crown until the crown is once again placed upon the jade skull. While cursed, the crown appears on the head of the cursed creature and transforms it into an accursed feathered ape, multicoloured like a couatl. The ape is unwilling to part with the crown, and is hostile towards any creature that it can see within **60 feet**. When the curse ends, the creature reverts back to its original form, and gains two levels of exhaustion. This curse can be removed from this item by *wish* spell or a deal with a Couatl.



ACCURSED FEATHERED APE

Huge beast, lawful neutral HW4

Armour Class 12 (natural armour)

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	17 (+3)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Photosynthesis (3/Day). As a bonus action on its turn when the ape is in direct sunlight, it can absorb the sun's energy, recovering 10 (2d6 + 3) hit points.

ACTIONS

Multiattack. The ape makes two grab attacks.

Grab. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target is **grappled (escape DC 16)**.

Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., two targets that ape is grappling. *Hit:* 25 (3d12 + 6) bludgeoning damage. Use one attack roll for both targets.

Solar Beam (Recharge 5-6). With a roar, a beam of brilliant light blasts from the ape's mouth in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a **DC 15 Dexterity saving throw**, taking 13 (3d8) radiant damage and 13 (3d8) fire damage on a failure, or half as much damage on a success. If the ape ends its turn in direct sunlight this attack instantly recharges.

JAWBONE MACHETE

Weapon (scimitar), uncommon

A tool for travel and warfare, this machete possesses a homemade quality, reminiscent of the deepest parts of the jungle. Rough-cut bone, teeth, and feathers are bonded with tree resin and magic into versatile instrument, rarely far from the side of its creator.

Jungle Dweller. You ignore difficult terrain caused by thick vegetation.

Landscaper. You have perfected the art of navigating through dense foliage and vines, and know exactly where to strike with your machete to make quick work of any plant. You have **advantage** on attack rolls made with this weapon against plants.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this weapon.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this weapon and you can cast the speak with plants once per long rest.

LEECHING SLUG

Ammunition, uncommon

This slug is a popular weapon amongst jungle tribes. Easy to grow, and with very poor mobility, they do not pose a great threat unless you fall head-first into an infested puddle. They can easily be used as projectiles for blowguns or slings and, with some tinkering, can be affixed to arrows and bolts. Despite the low damage the leeches inflict, their numbing saliva is very potent, slowing any creature to which it attaches.

Leech. As a bonus action, you can attach the slug to a piece of ammunition or load it as ammunition in a blowgun or sling. On a hit, the targeted creature must succeed on a **DC 15 Constitution saving throw** or become 'numbed' as the slug sinks into the target's skin. While 'numbed', a creature's movement speed is halved and it takes **1d4** necrotic damage per slug attached at the end of each of its turns. A creature can use its action to make a **DC 15 Strength check**, dislodging all leeches currently attached on a success. The slugs have no effect on incorporeal creatures, elementals, oozes, undead or constructs.

Very rare variant: A numbed creature has its speed reduced to **0** and takes **2d6** damage per slug instead of **1d4**.



MACE OF THE TORCHBEARER

Weapon (mace), rare (requires attunement)

To gain their full potency, these gold-plated granite weapons must be blessed by a Sun priest for three nights and three days over the summer solstice. The Torchbearers, holy warriors of the Sun God, develop a zealous compulsion to spread their lord's light the longer they wield such a weapon. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon and you can cast the *sacred flame* cantrip at will (**save DC 15**).

Spread the Light. As a bonus action, you speak the weapon's command word, igniting a magical flame surrounded by small floating debris. It sheds bright light in a **20-foot** radius and dim light for an additional **20 feet**. While ablaze, the mace deals an extra **1d6** fire damage to any target it hits. The flames last you use a bonus action to speak the command word again or until you drop or stow the mace.

Torchbearer's Curse. Attuning to the mace curses you; you are unwilling to part with the mace, keeping it within reach at all times. You can hear the sun god speak to you through the flames. Whenever you first move within **30 feet** of a source of fire at least 1 foot in diameter on a turn, you must make a **DC 10 Wisdom saving throw**. On a failure, you must use your remaining movement and action to dash towards the flames by the shortest safe route. You touch the flames when they're within reach, taking **1d8** fire damage. On a successful saving throw, or after touching the flames, you instantly come back to your senses and are immune to the call of this source of fire for the next 24 hours.

Very rare variant: Increase the bonus to **+2**, **save DC to 16**, and the fire damage from 'Spread the Light' to **1d8**.





OVERGROWN BARKSHIELD

Armor (shield), uncommon (requires attunement)

This crude shield made of bark and wood teems with life as if it were still part of a tree. The smell of sap and various fragrant flowers perfumes the air around you.

Bark Armour. As an action, you can place the shield on your torso and speak the command word causing the wood and vines to wrap around your figure. For one hour, or until you end this effect as an action, you are unable to hold a shield and you gain the following benefits:

- You gain **1d8** temporary hit points
- You are considered under the effect of the *barkskin* spell (no concentration required).
- You have **advantage** on saving throws made to resist being poisoned.

When this effect ends, the barkshield falls from its place on your torso, fading to a lifeless shade of grey. This property can't be used again until you finish a long rest, when the shield blooms with life once more.

Vines and Thorns. While attuned to this shield, you can cast the *thorn whip* cantrip from it at will (+5 to hit on spell attacks).

SCORCHING WRATH

Weapon (dagger), uncommon (requires attunement)

Within a sharp-edged bone dagger lies an inert lump of indigo obsidian. In the heat of battle, the obsidian stone erupts into an unending flow of molten stone to which you are impervious. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

This dagger has **3 charges**, regaining all expended charges after spending 8 hours resting on hot embers, lava, or in an open flame.

Eruption. As an action you can thrust the dagger into the ground and expend **1 charge**. A **5-foot-diameter, 40-foot-high** pillar of lava erupts from a point you can see on the ground within **30 feet** of you. Each creature in that area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one.

Rare variant: Your **bonus** to attack and damage rolls increase to **+2**. Increase the **save DC** to **15**, and the damage to **4d8**.

Very rare variant: Your **bonus** to attack and damage rolls increase to **+3**. Increase the **save DC** to **16**, and the damage to **4d10**.



VENUS FOOL'S TRAP

Wondrous item, rare (requires attunement)

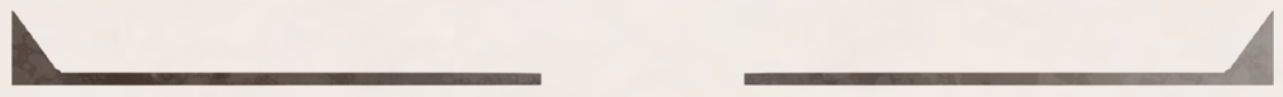
Brutal and unnatural magic is to transform a living creature into a garment. Made from a shapeshifting species of carnivorous plants, this red and green cloak, pulses moving around your body of its own accord. Yet the metamorphosis is far from perfect; this cloak constantly hungers for flesh.

Lunch Break. As an action, you can put the cloak on a flat, non-magical surface up to 10 feet long and 5 feet wide. It adapts to the surface and matches its appearance. If a creature uses its action to examine the area the cloak is in, the creature can spot the hidden carnivorous item with a successful **DC 16 Wisdom (Perception)** check. If a creature enters the space occupied by the cloak, it must make a **DC 13 Dexterity saving throw**, taking **2d10 + 8** piercing damage on a failed save, or half as much damage on a successful one.

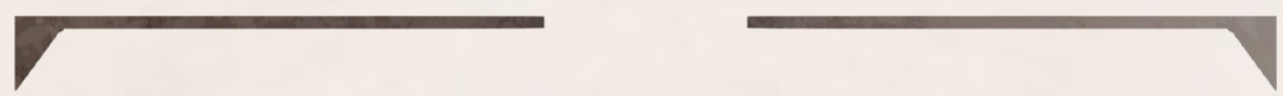
Take-out. When a creature enters a space within **10 feet** of you, you can use your reaction to have the cloak pounce and wrap around the creature. The creature must succeed a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check or become **grappled** (escape **DC 15**) by the cloak. While grappled in this way, the creature is **restrained** and takes **2d8 + 4** acid damage at the end of each of its turns. When a creature frees itself, the cloak falls to the ground and moves **10 feet** closer to you at the start of each of your turns, until it reaches you. Once you use this feature, this property can't be used again until you finish a short or long rest.

Curse. The cloak must feast on the corpse of at least one small creature each 24 hours. Failing to do so, causes it to slowly digest you during a long rest. When you finish a long rest, you recover one less hit dice, and take **2d6** acid damage upon waking up. Removing the cloak fails to end the curse and it always seems to find its way back to you at the end of a long rest.





BODY AUGMENTATION



ARM'ONICA

Wondrous item, uncommon (requires attunement)

Pipes ‘Fourarms’ McGruff; infamous bardtender, caring cat-lover, and middling musician. Renowned for serving customers, petting his cat, and playing the harmonica simultaneously, his world was turned upside down in an unfortunate mimic-related piano tuning accident. Fortunately, a young Anton Spark was quick to Pipes’ rescue, developing a tool capable of calming rowdy clients and ousting trixy mimics. Inspired by local folk tales of a ridiculous, six-armed, top-hat-wearing creature, this prosthesis is known as the “Arm’onica”.

To attune to the arm’onica, you must have a missing arm. Once attuned, the arm’onica can’t be removed against your will. As an action, you may blow into the arm’onica, choosing one of the effects below.

Harmony’ca. You cast the spell *calm emotions* with a range of self (30-foot cone), affecting all humanoids in the area.

Harm’onica. You cast the spell *thunderwave* at 2nd-level.

The **spell save DC** for these effects equals **11 plus your proficiency bonus**. After you use this feature, roll a **d6**. If the result is equal to or lower than the spell’s level, it becomes clogged and requires delicate cleaning over the course of a long rest to make it functional again.

This item can act as a bard’s spellcasting focus, and a bard that attunes to this item confers a **+1 bonus** to rolls of its Bardic Inspiration die.

Very rare variant: Switch *calm emotions* with *dominate person* and cast *thunderwave* at 5th level. Change the **d6** to a **d12**; up the save **DC** to **12 + your proficiency bonus**; and up the bonus to bardic inspiration rolls to **+2**.

EYE OF THE PLANESRUNNER

Wondrous item, very rare (requires attunement)

This sphere of shifting scenes depicts the landscape of the plane it last visited. An iridescent lattice borders the eye, developing in complexity the more it sees of the planes of existence.

To attune to the eye, it must be placed in an empty eye socket. It grants the vision of a normal eye for your race. As an action you can channel the eye’s planar energy to cast one of the following spells. If a saving throw is required, the **DC** is **16**:

- *Blink* (3rd-level)
- *Banishment* (4th-level)
- *Contact other plane* (5th-level)
- *Planar ally* (6th-level)
- *Plane shift* (7th-level)

After the spell is cast, roll a **d8**. If the result of this roll is equal to or lower than the level of the cast spell, the eye’s energy floods into your brain. You take psychic damage



equal to twice the number rolled and the eye can't be used to cast any spell again until you finish a long rest.

Uncommon variant: Remove the 5th to 7th level spells, change the **d8** to a **d4**, and change the **DC** to **13**.

Rare variant: Remove the 6th and 7th level spells, change the **d8** to a **d6**, and change the **DC** to **15**.

FLESH SYMBIONT, HAND

Wondrous item, uncommon

Crafted by Thumblemore the wizard, this cursed lump of dormant flesh needs a host to emerge from its slumber. Over the course of an hour, it slowly attaches itself to the stump of your lost hand, shifting hue and morphing its shape to represent your previous hand. The results aren't always perfect; roll **1d6 + 1** to determine the number of digits your hand will have. The first digit is always a thumb and a mouth forms in the hand's palm.

Cost. The symbiont feeds off of you, siphoning your magical energy. When you complete a long rest, you must make a **DC 10 Constitution saving throw**. On a failed save, you lose one spell slot of your lowest available slot level.

Mockery. You can use the hand to cast *vicious mockery* cantrip at will, the save **DC** equals **11** plus your proficiency bonus. If the target succeeds on its saving throw, the mouth blurts out insults and mockeries at you, causing you to become 'timorous'. While timorous you make attack rolls with **disadvantage**. If you hit with an attack roll, you remove this condition.

Alternatively, as a bonus action you can punish your insolent hand, taking **1d4 + 1** bludgeoning damage, and restoring your sense of self-worth, removing the 'timorous' condition.

Symbiotic Nature. The symbiont can't be removed from you while you're attuned to it, and you can't voluntarily end your attunement to it. If you're targeted by a spell that ends a curse, your attunement to the symbiont ends, and it falls off, reverting to a dormant lump of flesh.

FLESH SYMBIONT, HEART

Wondrous item, rare

This symbiont is the abominable side product of a crazed necromancer's arcane experimentation. Brimming with eyes and teeth, this beating lump of flesh vaguely resembles a humanoid heart.

Revive. As an action you can press this heart to the chest of a humanoid corpse within reach. The heart



burrows into its chest, consuming any existing heart that may still exist. Over the course of an hour, it grows to resemble the original heart, casting *raise dead* on the creature, requiring no material components..

Curse. The symbiont's dark nature and fear of light causes you to gain **resistance** to necrotic damage as well as the Sunlight Sensitivity and Symbiotic Vigor properties (see below). Casting *remove curse* on the heart causes it to rot, killing its host, and removing the resistance and properties conferred by the curse. Surgically removing the heart renders the host unconscious until it finishes a long rest, at which point the heart magically grows back.

Sunlight Sensitivity. You have **disadvantage** on attack rolls and on **Wisdom (Perception)** checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Symbiotic Vigor. This property of the heart only works while you are not in direct sunlight. The heart has **6 charges**, and regains **1d6** charges when you finish a long rest. These charges manifest as 6 lidless eyes appearing on random locations across your body. While the heart is inside you, you can, as a reaction to taking damage, expend **1 charge** to cast the *false life* spell, gaining the temporary hit points immediately before you take the triggering damage. Whenever you expend a charge, one of the eyes closes. Constitution is your spellcasting ability modifier for this feature.

MECHANICAL TAIL

Wondrous item, uncommon (requires attunement)

This item is another creation of the eccentric Anton Spark, tinkerer extraordinaire. This mechanical tail is powered by a magic-infused steam core. Any bipedal creature can wear it on its back and, once attuned, use it as if it was born with a tail.

While attuned to the mechanical tail you can use it to grapple a target within reach. You have **+2 bonus** on **Strength (Athletics)** checks you make to grapple a target with this tail.

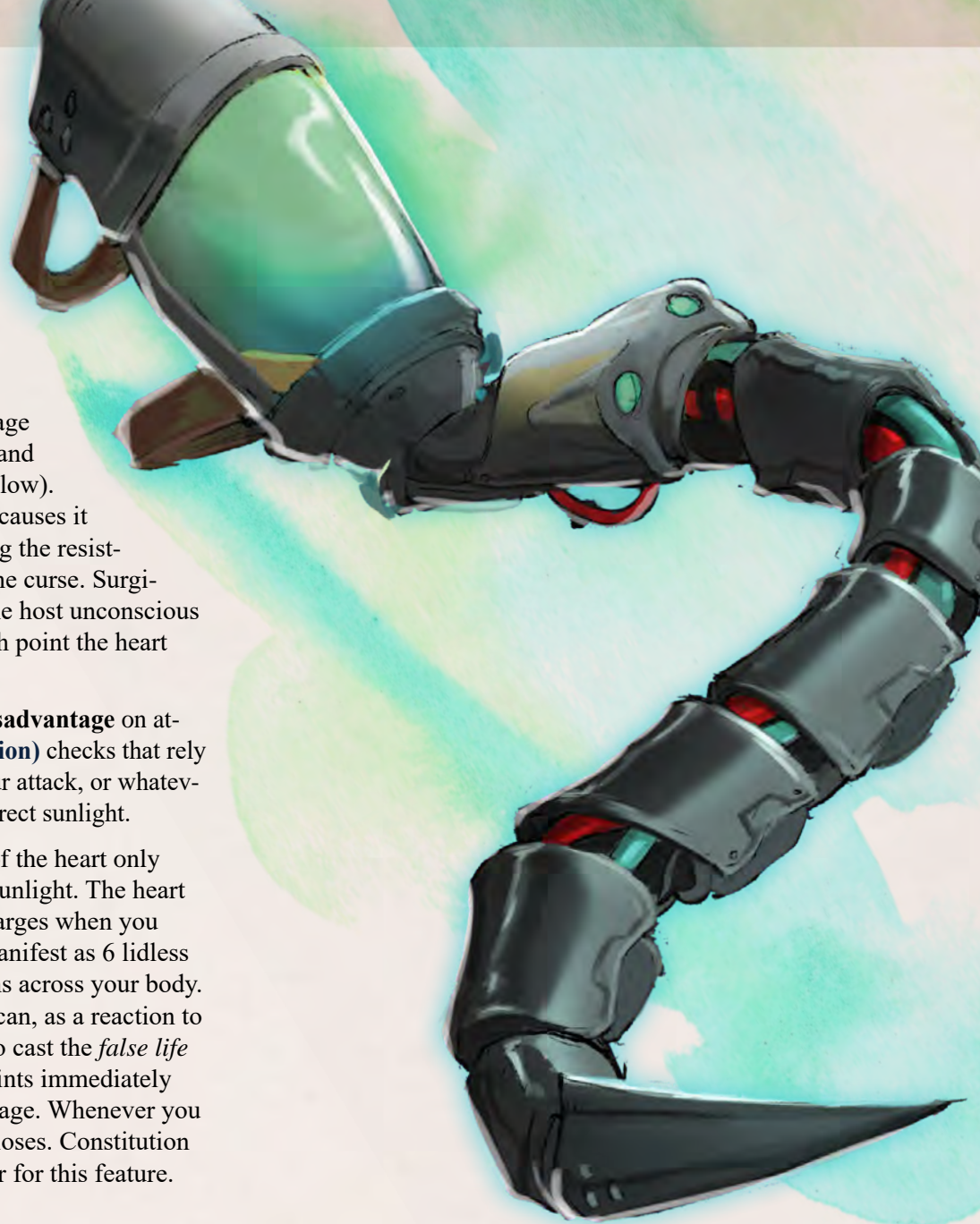
Steam-powered Strike. As an action, you sweep your tail with wicked, steam-powered ferocity. Each creature within **5 feet** of your must succeed on a **DC 13 Dexterity saving throw** or take **2d8** slashing dam-

age and be knocked prone. Roll a **d4**; on a **1** the tail runs out of steam and can't be used again until after you finish a short rest.

Rare variant: Increase the bonus to **Strength (Athletics)** checks to **+3**; and change Steam-powered strike's **DC** to **15** and its damage to **3d8**.

Very rare variant: Increase the bonus to **Strength (Athletics)** checks to **+4**; and change Steam-powered strike's **DC** to **16** and its damage to **4d8**.

Legendary variant: Increase the bonus to **Strength (Athletics)** checks to **+6**, and change Steam-powered strike's **DC** to **17** and its damage to **5d10**.



ORNATE CERAMIC PROSTHETIC

Wondrous item, rare (requires attunement)

Developed by a mysterious puppeteer, the painted patterns that decorate the ceramic surface of this appendage seem to shift from day to day, and vary in texture and hue from one individual to another. To attune to this item, you must attach it to the site of a severed arm, at which point the ceramic plating magically mobilises to form a copy of the lost limb. The prosthetic is a fully capable part of your body and can't be removed against your will whilst your attunement to it persists.

When performing unarmed strikes using this prosthetic, the ceramic plating on the side of your hand morphs into a sharp, ceramic blade. These attacks are magical for the purposes of overcoming resistance, and deals slashing damage equal to **1d6** plus your attacking ability modifier.

Full Plating. As an action you can speak the command word to activate the ceramic plating. It grows to cover your entire body, giving you the appearance of an articulated porcelain doll for the next minute. You gain a **+2** bonus to AC and are still considered unarmoured if you were before activating the plating. For the duration, you are **vulnerable** to bludgeoning damage and gain **resistance** to fire and slashing damage. Once you use the prosthetic in this manner, you can't do so again until you complete a short or long rest.

PHANTOM LIMB

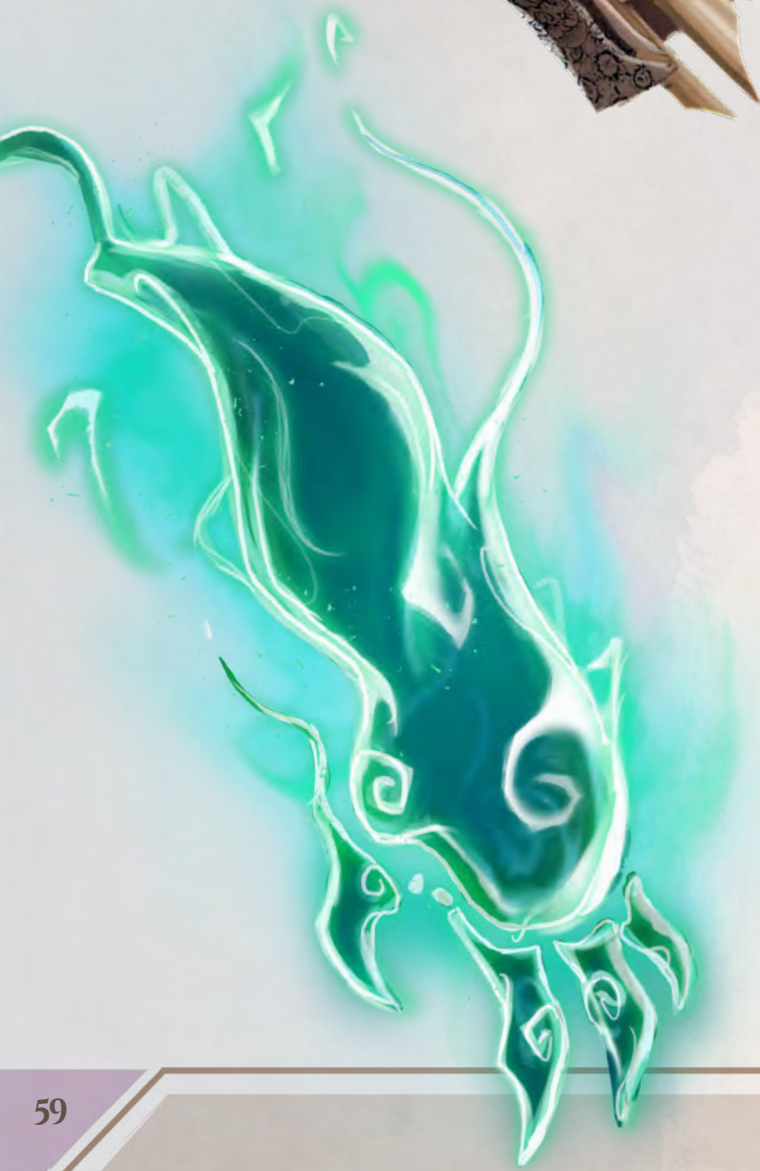
Wondrous item, uncommon (requires attunement).

This nebulous, floating cluster of green-blue light replaces a hand, arm, foot, leg, or similar absent appendage when you attune to it. Despite its spectral appearance, the phantom limb is solid and can't phase through any material or creature. You can make it appear or disappear at will (no action required). When present, it functions as the limb its replacing.

If you have multiple phantom limbs, they count as a single magic item with regard to the number of magic items to which you can attune.

As an action, you can detach the limb. While your phantom limb is detached it acts as described by the *mage hand* spell. You can use an action to reattach your limb as long as it is within **30 feet** of you.

Rare variant. The reach of your unarmed strikes made with the phantom limb and attacks you make with weapons with the light property held by the phantom limb have their reach increased by **5 feet**.



SPIRITUAL ARMBLADE

Wondrous item, rare (requires attunement by a cleric, druid, monk, paladin, ranger, or warlock)

These magical prostheses were gifted to the warrior-servants of the divine in recompense for limbs lost in ritual sacrifice and glorious battle. As you attune to the spiritual armband, it wraps around the site of a lost limb and can't be removed for as long as you are attuned to it.

As a bonus action, the prosthesis can spout a melee weapon made of spiritual energy, with which you are proficient. Your attack roll modifier with this weapon equals your proficiency bonus plus your class' spellcasting ability modifier (or Wisdom modifier, in the case of a monk). It deals **2d8** damage on a hit. Its appearance and damage type is linked to your alignment:

- Good-aligned creatures produce a golden blade that deals radiant damage
- Neutral-aligned creatures fashion a translucent-white weapon, dealing force damage.
- Evil-aligned creatures spawn a shaft of bruised mauve that deals necrotic damage.

Shield. As a reaction to being the target of an attack by an attacker you can see, you can shift your weapon into a shield, increasing your AC by **2**. The shield stays equipped until you use a bonus action to re-spawn a weapon or dismiss the shield.

Uncommon variant: Remove the 'shield' ability.

Very rare variant: You gain a modifier to attack rolls using this weapon equal to your spellcasting ability modifier (or Wisdom, in the case of a monk), and the AC increase from Shield increases to **+3**.

Legendary variant: You gain a modifier to attack rolls using this weapon equal to your spellcasting ability modifier (or Wisdom, in the case of a monk). You have a **+2 bonus** to attack and damage rolls made with this weapon. The AC increase from the shield increases to **+4**.

GM TIP: DEITY-SPECIFIC ITEMS

Why not have armblasses linked to specific deities? You can then restrict who can use the item to those with a similar alignment to the deity.



TAIL OF THE MERMALIA

Wondrous item, rare (requires attunement)

When the Rakin ousted Dr. Stein from his tower, he had only one means of escape: swim. His last act in the battle was sever his own leg, attune to the tail, flop into the well, and slink out into the sea, tail between his... well. He didn't have legs, any more.

You can attune to this item if you are missing one or more legs. When you do so, the tail grafts into place, the scales slowly petering out into your normal skin. While attuned to the tail you gain the following effects and features:

- You gain the tag 'shapechanger'.
- As an action, you can morph your legs into a tail or vice versa:
 - **Legs.** You halve your normal walking speed. You can stand on and move across any liquid surface as if it were solid ground.
 - **Tail.** You have a swim speed of 60 feet and advantage on checks and saving throws made to avoid being grappled or restrained whilst underwater. On land, you are prone and can't stand up, and have a walking speed of 5 feet.
- You can breathe both air and water.

- **Heads or Tails.** You can target one creature you can see within 60 feet and unleash the power of the chimera. The target must succeed on a DC 15 Constitution saving throw or be partially-poly-morphed for 1 minute. Roll a d2 and consult the options below. Once you use this feature, you can't do so again until you finish a long rest.
 - On a 1, the creature's torso and head become fishified: it loses the ability to speak, its Intelligence drops to 1, and it can breathe only water. The creature gains 10 temporary hit points. When these hit points are lost, or if the creature falls unconscious, its head and torso returns to normal.
 - On a 2, the creature's legs become fishified: it has all the traits of the 'tail' ability of this item.

Clown fish variant: Remove 'Heads or Tails'. Add: **Clowning Around.** As an action, you can cast Tasha's hideous laughter (save **DC 15**). Once you've used this ability three times, you can't do so again until you finish a long rest.

Shark variant: Remove 'Heads or Tails'. Add: **Blood Fury.** As a bonus action, you activate your blood fury. For the next minute, when you make a weapon attack against a creature, you have advantage on your attack roll if the creature is bloodied (below 50% of its maximum hit points).



RULES REMINDER: DROWNING

Swimming without a swim speed costs you one extra foot of speed for each foot moved, whether above or below water. You can hold your breath for a number of minutes equal to **1 + your Constitution modifier**. If you speak or cast a spell with a verbal component whilst underwater, you immediately begin suffocating. Whilst suffocating, you can survive for a number of rounds equal to your **Constitution modifier**. At the start of your next turn, you drop to 0 hit points and are **dying** (make death saving throws). You may not regain hit points or become stabilised until you can breathe again.

WINGS OF PREY

Wondrous item, rare (requires attunement)

Bestowed upon defenders of city walls and mountain rangers alike, these wings bestow great mobility, as well as packing a secret weapon. The appearance of the wings varies from one individual to another, shifting in colour to mirror their soul.

This item has **6 charges** and recharges fully at dawn. While attuned to the wings, you have a flying speed equal to 5 multiplied by the number of remaining charges in feet. As a bonus action, you can speak the command word to make the wings appear or disappear.

Razor Sharp. As an action while the wings are present, you can expend 1 charge to hurl a flurry of razor-sharp feathers in a **30-foot cone**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **6d6** slashing damage on a failed save or half as much damage on a successful one.

Uncommon variant: Reduce the maximum charges to 3, the damage dice to **4d6**, and the **DC** to **13**.

Very rare variant: Increase the flying speed to 10 times the number of remaining charges, the damage dice to **8d6**, and the **DC** to **16**.





VICTORIAN HORROR



ANGRY MOB STARTER PACK

Wondrous item, rare

With safety pitchfork and protest signs strapped to the back, this plain leather satchel's unassuming exterior hides a secret within. It houses an illusory mob.

When you open this satchel, you may designate any willing creatures you can see within **100 feet** to be 'multiplied' for the next hour. Each affected creature sprouts nine illusory duplicates that all have minor alterations; different clothes, hair, and heights. The duplicates seem completely real, including sounds, smells, and temperature appropriate to the creature depicted. So long as you remain within **100 feet** of the satchel, these duplicates muddle about shouting vaguely angry phrases such as "Get them!", "Be-gone!", and "Why is existence vacuous and happiness illusory!?"

A creature that uses its action to examine the image can determine that it is an illusion with a successful **DC 15 Intelligence (Investigation)** check, and ascertains which of the mob is a real creature. It notices things like how you all look kind of related, and how different individuals make the exact same movement at the exact same time. On a failure, it believes there really is a large mob present, and behaves accordingly.

If it targets a creature within the mob with an attack, roll a **d10**. On a 10 it hits a real creature within the mob (GM's choice). On a 1-9 it hits one of the illusory mob members, who doesn't react, causing the creature to become suspicious and make all future **Intelligence (Investigation)** checks to see through the illusion with **advantage**.





BEAST SERUM

Potion, rare

Doctor Jake Kill advertises his proprietary blend of bull's pituitary and caffeine as a "sure fire way to lose friends and alienate people. Especially if those people are a swarm of marauding goblins". Oddly enough he seems more than a little keen to get rid of this particular concoction...

Tied up in a protective claw is a philter of bubbling red liquid. Upon consuming this potion, you are filled with a sense of rage and selfishness as your muscles inflate, and your veins bulge. For the next **10 minutes**, you turn into a brute, the physical and mental manifestation of your most evil and selfish thoughts. You undergo the following changes for the duration of the potion's effects:

- Your size increases by one category and your weight increases by a factor of 8.
- You have **advantage** on **Strength** checks and **saving throws**.
- Your **Strength** score increases to **22**, if not already higher.
- Your alignment changes to evil; you think of your own survival first and any trace of compassion or mercy is shredded.

After **10 minutes** elapses you return to normal and gain a level of exhaustion.

Very rare variant, Bone Marrow Bouillon: add

the following effects to the potion:

- You gain **2d6** temporary hit points at the beginning of each of your turns.
- When you would be reduced to 0 hit points, you are instead reduced to 1 hit point and fail a death saving throw. If you fail three death saving throws, you die.

GM TIP: WHISPERS

Tell your player about the change in alignment as a whisper, and explain it makes them feel selfish and angry so they can roleplay accordingly.

GARLYCANTHROPE

Wondrous item, uncommon

Originally commissioned by an infamous vampire huntress, Dr. Francis N. Stein's garlycanthropes have proved themselves the 'must have commodity' of the season for monsters hunters everywhere. Their ability to detect undead and shapechangers has saved many potential victims from the jaws of a mimic, or from walking into a vampire's lair.

At your command, this inanimate bulb of garlic comes to life, sprouting little legs, eyes, and a panting muzzle for one hour, and gaining the stats and features in the associated statblock. It is extremely friendly to you and your friends, but is skittish if any of them are undead or shapechangers.



In combat, the garlycanthrope shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

Once you activate the garlycanthrope, you can't do so again until you finish a long rest. Be careful not to eat it in the meantime!

GENTLEMAN'S UMBERSHIELD

Wand, spellcasting focus, rare (requires attunement)

Rain, arrows, or maces, this wand can deflect it all. Disguised as an oiled blue silk umbrella, as any gentleman might carry, this magical implement gives you a heightened sense of danger. While attuned to the wand, you have advantage on initiative rolls.

This wand has **20 charges**, and regains **1d10 + 10 charges** daily at midnight. When you are hit by an attacker you can see, you can use your reaction to open the umbrella. Roll a **d10**. You expend as many charges as rolled on the **d10**, or as many as remain in the wand, whichever is lower. Until the start of your next turn, your AC increases by the number charges expended. If this stops the attack hitting you, the weapon or missile bounces back at its origin using the original attack roll, potentially causing the attacker to hit itself.

GARLYCANTHROPE

Tiny monstrosity (shapechanger), neutral good LT

Armour Class 12

Hit Points 30 (4d4 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages understands Common, but doesn't speak

Eyes of the Grave. The garlycanthrope always know the location of any undead within 60 feet of it that isn't behind total cover and that isn't protected from divination magic. It growls gently to warn its owner.

False Appearance. While motionless the garlycanthrope is indistinguishable from a normal clove of garlic

Garlicol. The garlycanthrope's pungent aroma confers **disadvantage** on attack rolls made by vampires and their spawn within 15 feet of the garlycanthrope.

Nose of the Changed. The garlycanthrope can smell the presence of any shapechangers within 120 ft. It gives a soft bark in the direction from which their scent comes.

ACTIONS

Bite. *Melee Weapon Attack:* **+0** to hit, reach 5 ft., one target. *Hit:* **1** piercing damage.

Pong (1/Day). The garlycanthrope releases a puff of strong-smelling powder in a 30-foot-radius. For the next 8 hours, any non-garlycanthrope creature that passes through the area has **disadvantage on Wisdom (Perception) or (Survival) checks** made to locate and/or track any creature using smell.



Uncommon variant: Reduce the maximum charges to **12**, regains **1d6 + 6**, and decrease the **d10** to a **d8**.

Very rare variant: Increase the maximum charges to **30**, regains **3d6 + 12**, and increase the **d10** to a **d12**.

GLIMMERBOLT

Weapon (any crossbow), very rare (requires attunement)

Another weapon from Sister Victoria's arsenal, this simple crossbow has been blessed by the gods. At your command, the slack string of the crossbow glows bright gold and snaps into its catch. A glimmering quarrel of brilliant, radiant energy coalesces in place. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

This weapon has **10 charges** and regains **1d6 + 4** charges daily at dawn. You can expend these charges in the following ways:

Glimmerbolt. As part of your attack action, you can speak Glimmerbolt's first command word, expending **1 charge** and causing a piece of radiant ammunition to load into the crossbow. This bolt deals an additional **1d6** damage if it hits, and all the attack's damage type is radiant.

Lumoflare. As an action you speak a second command word, expending **3 charges**. You fire an especially bright bolt at a point within **60 feet** of you, where it detonates. Each creature within **20 feet** of that point must succeed on a **DC 16 Constitution saving throw** or become **blinded** until the end of your next turn. The light then hangs in the air for the next minute, shedding bright light for 20 feet, and dim light for an additional 20 feet.

GRAVESHREDDER

Weapon (battleaxe), instrument, rare (requires attunement)

Mortcai Ignaceous Fiéd dreamed of superstardom. Unfortunately, Mort I. Fiéd's father had different plans. Namely: digging graves, filling the graves, and watching the graves to make sure they didn't undig themselves. And so, Mort cobbled together a lute from old grave-digging shovels, channelled his teen spirit into angst-filled melodies, and surprised himself by animating the whole graveyard. Thus was formed the traveling six-piece musical act: "Avenged Sixfold".

This lute also acts as a magical battleaxe, conferring a **+1 bonus** to attack and damage rolls made

with this weapon. If you are proficient with a stringed instrument, you can use the *Graveshredder* to cast the below spells and you are deemed proficient with this battleaxe.

This instrument has **3 charges** and regains all expended charges daily at midnight. You can expend charges to do any of the following:

- As an action you sweep-pick a sick lick expending **1 charge** and casting *speak with dead* on a corpse. Whenever you ask questions, the ‘question and answer’ takes the form of a ‘call and response’ duet between guitarist and singer.
- Over the course of a minute, you can rip a face shredding solo, expending **1 charge** and casting the spell *animate dead*. When you use a bonus action to command the servant, you must play a killer riff instead of telepathically commanding it.
- As an action, you fingerpick a mournful instrumental ballad, expending **3 charges** and casting the spell *revivify* (material components are required as normal).

When you expend a charge, you must succeed on a **Dexterity** or **Charisma (Stringed Instrument)** check (your choice). The **DC** for this check equals **10 + the number of charges expended**. On a success, the spell is cast as normal. On a failure, the spellcasting action, material components, and charges are wasted.

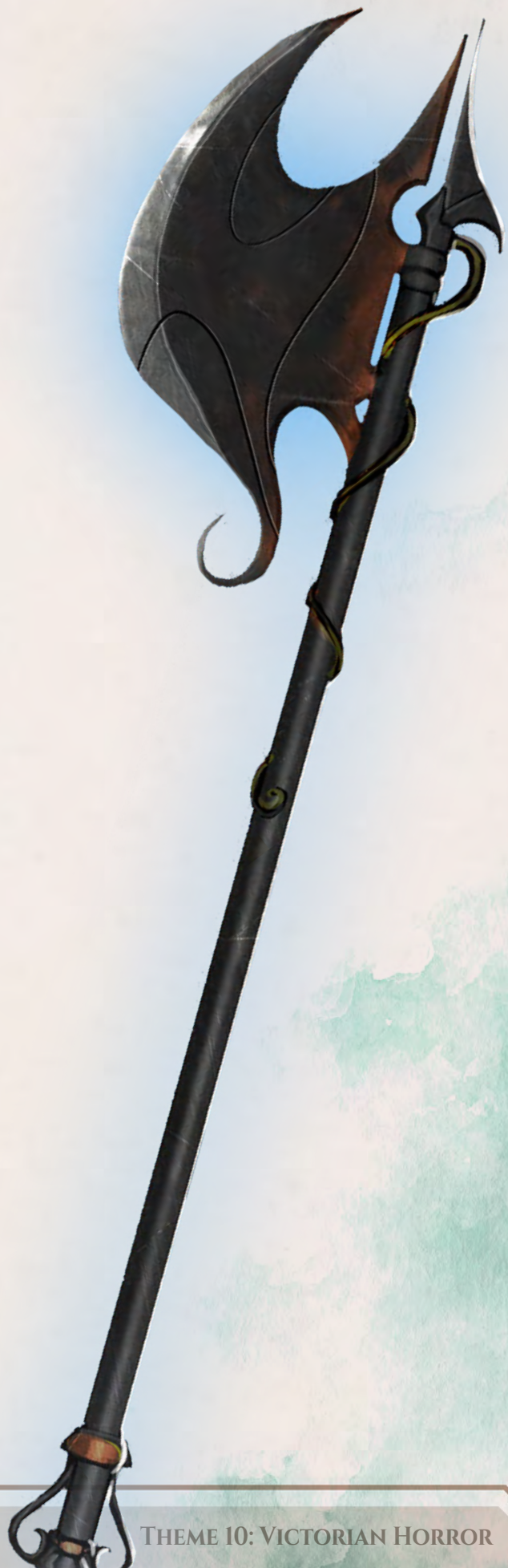
PALISADE

Weapon (glaive, halberd, spear, or pike), uncommon (requires attunement)

This polearm looks to have been shaped from the wrought iron of a graveyard’s fence. Legend says the fence was magically enchanted by a wandering cleric, Sister Victoria, so that it would keep incarcerated the walking dead. You have a **+1** bonus to attack and damage rolls made with this magical weapon.

Fencing. As an action, you can plant *Palisade* into the ground. From a point you can see within **60 feet**, a 1-inch-thick wrought iron fence bursts from the earth twisting into a latticework of thorny vines. It can be either 30 feet long and 10 feet high or form a ringed wall up to 20 feet in diameter, and 20 feet high. Each 5-foot-square section has an **AC of 18**, **20 hit points**, and **immunity** to psychic and poison damage. Once the fence is formed, *Palisade* can be removed from the ground as used as normal.

Ranged attack rolls that pass through the fence are made with **disadvantage**. The fence persists for **10**





minutes, or until destroyed, whereupon it crumbles into dust. Once you have used this feature, you can't do so again until the next midnight.

When the fence appears, each creature in its area must succeed on a **DC 13 Dexterity saving throw** or take **3d8** piercing damage. A creature without a climb speed can climb 10 vertical feet of the fence with a successful **DC 13 Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a failure, a creature slips taking **3d8** piercing damage and falling prone at the fence's base.

QUICKSILVER RAPIER

Weapon (special), rare (requires attunement)

Made of true quicksilver - an alloy of mithril, mercury, and silver - this weapon's blade is in constant, fluid motion. You have a **+2** bonus to attack and damage rolls made with this magic, silvered weapon.

While attuned to this weapon, you can expend a bonus action to cause its form to shift to that of any one-handed melee weapon that does not have the heavy property and with which you are proficient. This changes the weapon's damage type, damage dice.

Thrown. With a flick, a shard of the quicksilver rapier shoots towards a target. The quicksilver rapier has a special thrown quality with a range of **30/90 feet**. When you hit with this attack, you deal an additional **2d6** poison damage. If the target is a shape changer this poison damage is increased to **4d6**. Once you have used this property **3 times**, the weapon becomes a quicksilver dagger until the following midnight, when it regrows.

SAWBONES' BONESAW

Weapon (scimitar), uncommon

Speckled with rust and blood, this magical saw has a wickedly keen, serrated edge. It is said to be the instrument of choice of back alley doctors and black market suppliers. Amputation operations can be conducted almost instantaneously; plenty of time before the town guard started sticking their nose in.

Amputation. When you hit a creature with a weapon attack you can speak the bonesaw's activation word causing the magic weapon to momentarily become incredibly sharp, able to cut through limbs with even a glancing blow. An unwilling target must make a **Constitution saving throw**. The **DC** for this saving throw equals **8 + your Wisdom (Medicine)** skill check modifier. On a failure, the target takes an additional **2d6**

slashing damage and loses a randomly determined limb. On a success it takes half as much damage and does not lose a limb. One you use this feature, you can't use it again until you finish a long rest.

GM TIP: AVOIDING AMPUTATION

If you do not want to include amputation in your game, make the damage psychic and temporarily disable the targeted limb (1 to 10 minutes) on a successful hit.

How the creature is mechanically affected depends on the creatures' anatomy and is up to the GM's discretion. If the GM decides, for whatever reason, the creature can't be 'amputated', this property deals **4d6** slashing damage instead of **2d6**. Below are examples for a humanoid and a dragon.

Humanoid

d20	Limb	Effect
1 - 9	Leg	The target's walking speed is reduced by half and it makes Dexterity saving throws with disadvantage .
10 - 14	Off Arm	The target drops its off-hand item (if any) and loses 1 attack from its multiattack (if any).
15 - 19	Dominant Arm	The target drops its wielded weapon (if any) and makes attack rolls involving its arms with disadvantage .
20	Head	You cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

Rare variant: The property can be used twice between long rests and deals **2d8** damage instead of **2d6**.

Very rare variant: The property can be used three times between long rests and deals **2d10** damage instead of **2d6**.

Legendary variant: The property can be used five times between long rests and deals **2d12** damage instead of **2d6**.

UNDERTAKER'S CLOAK

Wondrous item, uncommon

Mort I. Fiéd had learned one thing whilst under his father's tutelage; in this world, corpses don't always stay corpses. When the dead start rising, you want someone to have your back. Someone... or something.

Trailing from your back, ragged scraps of cloth and bandage float in an ethereal wind, even on the calmest of days. As an action, you can speak the cloak's command word causing shreds of it to pull away and begin entangling a Large or smaller creature you can see within **10 feet** of you. The target must succeed on a **DC 13 Dexterity saving throw** or become **restrained**. Whilst restrained in this way a target is **vulnerable** to fire damage and must succeed on a **DC 13 Constitution saving throw** at the start of each of its turn or take **1d6** necrotic damage as it desiccates and becomes mummified.

As a bonus action, you can speak a second command word, releasing the target and causing the scraps of cloth to fall lifelessly to the ground. A target restrained by the cape can use an action to make a **DC 13 Strength** check, freeing itself on a success.

Once this property is used, it can't be used again until the following midnight, by which point the cloak has regrown.

Rare variant: Increase the **DC** to **15** and the damage to **2d6**.

Very rare variant: Increase the **DC** to **16** and the damage to **3d6**.

Legendary variant: Increase the **DC** to **17** and the damage to **4d6**.





ANTIMAGIC CORRUPTION



ARCANOMAGNETIC RINGS

Rings, rare (requires attunement)

This pair of rings forms an arcanomagnet. One, a brilliant gold that reflects light in wondrous prismatic hues, is intensely magical while the other, a dull grey that grows darker as the surrounding light brightens, is its antimagical opposite. By creating pockets of magical and antimagical energy you can bend the Weave causing magic to veer off its intended trajectory. A single attunement slot is required to attune to both rings.

Spellbend. Whenever any of the following targets a creature or point you can see within 30 feet you, you can, as a reaction, redirect it:

- A ranged spell attack.
- An attack from a magical ranged weapon.
- A ranged weapon attack that uses magical ammunition.
- A spell with an area of effect centred on a point.

You can cause a ranged attack to target a different target within **10 feet** of the original target (after the attack roll is made but before the outcome is determined). Alternatively, you can move the area of effect's point of focus by up to 10 feet in any direction. After you do either of these, roll a **d3***. On a 1, the rings become demagnetized until the following dawn.

LEADEN MANACLES

Wondrous item, uncommon

The stink of burnt flesh and vapours of boiling sweat waft from the wrists of the shackled spellcaster. As you watch, the creature mutters an incantation and the lead begins to glow once more. The creature lets out a pained wail, its concentration broken, its wrists seared.

Leaden manacles behave the same as normal manacles (SRD pg.68) with the following addition: A creature that attempts to cast a spell whilst wearing the manacles must make a **DC 12 spellcasting ability** check. On a failed check, the spell's magic is totally absorbed; the spell slot is expended, the action is wasted, and the manacled creature takes **1d6** fire damage per level of the spell slot expended. On a success, the creature takes half as much damage and the spell is cast successfully.

Optional Rule: Applying Manacles. As an action you can attempt to apply manacles to the wrists or ankles of a creature you are grappling. Make a **Strength (Athletics)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)**.



*Roll a d6; 1-2 = 1, 3-4 = 2, 5-6 = 3.



A creature with manacled wrists has **disadvantage** on attack rolls and can't cast spells with somatic components. A creature with manacled ankles has its movement halved, has **disadvantage** on Dexterity saving throws, and attacks against them have advantage.

LICHSLAYER

Weapon (any), legendary (requires attunement)

The faces of trapped souls can be seen floating beneath the polished surface of this deep, inky glass. The secrets of fashioning soulveil, the faceted material from which these weapons are made, predate even the spellbreakers. Before wielding such a weapon against a magic user, the target must have first been tried by a spellbreaker council and found guilty of the most dire crimes. Death by this weapon is an ultimatum, a final curtain.

You have a **+3 bonus** to attack and damage rolls made with this magic weapon.

Soultrap. When you kill a creature that has the Spellcasting or Innate Spellcasting trait with this weapon, the creature's soul is drawn into this weapon and trapped. The weapon gains a number of charges equal to the half the slain creature's total number of hit die (**20** maximum). As these charges are consumed, the creature's soul is shredded.

Empower. As a bonus action you can expend up to **5 charges** when you hit a creature with the weapon. For each charge expended, you deal **1d8** additional force damage. When you use the 'Empower' feature, roll a d20. If the result is less than or equal to the number of charges expended, roll on the sorcerer's Wild Magic Surge table.

Rare variant: Reduce the bonus to attack and damage rolls to **+1**, the maximum number of charges to 10, and decrease 'Empower's' bonus damage to **1d6** per charge.

LOCKSHIV

Weapon (dagger), uncommon

This mundane bladed syringe holds a lead-heavy concoction that inhibits a creature's ability to interact with the Weave. With intricate mechanics, the injection mechanism can be pre-loaded, allowing the weapon to release its magic-inhibiting effects when thrown.

When you hit a creature with this weapon, it must succeed on a **DC 13 Constitution saving throw** or be

unable to concentrate on spells until the end of its next turn. In addition, if it tries to cast a spell before the end of its next turn, it must make a **DC 13** check using its **spellcasting ability modifier**. On a failure, it expends the spellcasting action but does not expend the spell slot. On a success, it casts the spell as normal.

MAGEHUNTER BLADE

Weapon (any sword), very rare (requires attunement)

Made of a Weave-intersecting alloy, these armaments were the go-to weapon for the mage-hunting Order of the Spellbreakers. Fanatical elements within the order have recently taken power, bringing with them an abhorrence for all things arcane. Having largely destroyed their magical arsenal, such weapons have become very rare and are only wielded by the few who cling to the old ways.

You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

Dispel Magic. If you hit a target that is under the effect of a spell or magical effect, the effect is dispelled if it is 5th-level or lower, and the target takes an additional **1d8** force damage for each level of the dispelled spell (dispelled cantrips deal no additional damage). Once a spell is dispelled, roll a **d6**. If the number is equal to or lower than the level of the dispelled spell, the blade loses this property until the following dawn.

Rare variant: Change the **bonus** to **+1**, the spell level to 3rd-level or lower, and the d6 to a **d4**.

Legendary variant: Change the **bonus** to **+3**, the spell level to 7th-level or lower, and the d6 to a **d8**.

MAGEHUNTER BULWARK

Shield, rare (requires attunement)

Like a leaden wall, spellbreakers would encircle evil magic users, sending spells ricocheting up into the night sky. Eventually, when the enemy's magic was spent, these red and black shields would thrust forwards, hammering their foe to the ground where they could be shackled. Though few are now found, these magehunter bulwarks are a thorn in the side of even the mightiest lich.

While wielding this magical shield, you gain a **+1 bonus** to your AC, in addition to the shield's normal bonus to AC, and gain the 'Deflect Spell' feature.

Deflect Spell. When you are hit by a spell attack, or





subjected to an effect that allows you to make a **Dexterity saving throw** to reduce or avoid the damage taken, you can use your reaction to deflect some of the spell's energy. When you do so, the damage you take from the attack/effect is reduced by **2d10**.

If you reduce the damage to 0, the spell has no effect on you, and you can attempt to reflect the spell's raw energy at its origin. Use the same spell slot level, spell save DC, attack bonus, and/or spellcasting ability of the caster/origin of the spell. On a hit or failed **Dexterity saving throw**, the target takes force damage equal to the damage absorbed.

Once you use this feature, roll a **d4**. On a 1, the shield becomes overloaded and can't deflect spells again until you finish a long rest.

Uncommon variant: No AC bonus. Reduce damage absorbed to **1d10**.

Very rare variant: Increase damage absorbed to **3d10**.

Legendary variant: AC bonus increases to +2. Increase damage absorbed to **5d10**.

PLATE OF THE MAGEHUNTER GENERAL

Armor (breastplate, half plate, or full plate), very rare (requires attunement)

Made of a dark grey, lead-rich metal, this plate seems especially dull around magical sources of light.

Absorption. When you are subjected to a magical effect that allows you to make a saving throw to take only half damage, you instead take no damage on a success and only half as much damage on a failure. The metal of the armour hums with the absorbed energy; once you have used this property 3 times, you can't do so again until you finish a long rest, after which time the absorbed energy dissipates.

Spellbreak. While wearing this armour, acid, cold, fire, lightning, and thunder damage you take from magical sources, as well as magical healing you receive, is reduced by **3**. In addition, whenever you are hit by a magical melee weapon, the attacker must roll a **d20**. On a 10 or lower, the weapon's magic is suppressed for 1 hour, causing it to temporarily become mundane.

Uncommon variant, Plate of the Magehunter Sergeant: Reduce the number of uses of 'Absorption'



to 1 per long rest. Remove the ‘Spellbreak’ effect.

Rare variant, Plate of the Magehunter Captain: Reduce the number of uses of ‘Absorption’ to 2 per long rest. Remove the effect from ‘Spellbreak’ that can suppress magical weapons.

SPEAK NO EVIL

Wondrous item, uncommon

This headgear – a gag consisting of two leaden ‘hands’ connected by thick leather straps – is designed to make speech impossible.

Applying the Gag. As an action, you can attempt to gag a creature you are grappling. Make a **Strength (Athletics)** check contested by the target’s **Strength (Athletics)** or **Dexterity (Acrobatics)**. On a success, you get the gag in place and the leather straps magically fasten. On a failure, you do not gag the target.

Removing the Gag. A creature can use its action to make a **DC 16 Strength** check, removing the gag on a success. The *knock* spell can also unfasten the leather straps, causing the gag to fall off.

The Gagged. A creature who is gagged using *Speak*

No Evil can’t speak or cast spells that require a verbal component. In addition, should they attempt to cast a spell, the gag heats up, dealing **1d4** fire damage, plus **1d4** additional fire damage per level of the spell (cantrips deal **1d4** fire damage total). This damage occurs directly after the spell is cast, prompting a check to maintain concentration.

VOIDSHOT

Ammunition (arrow or bolt), very rare

This jagged black, glass arrowhead drinks in the light and seems lit as if with an unholy nimbus. After the arrow is fired, roll a **d4**. On a 1 it shatters and can’t be used again.

Spelldrain. When you fire this ammunition and hit a target or surface, it generates a **20-foot sphere** of dim antimagic for **1 minute**. Each creature within the sphere has **advantage** on saving throws against spells and magical effects. Each creature that tries to cast a spell whilst in the sphere must make a **DC 15** check using its **spellcasting ability**. On a failure, it fails to cast the spell, and the spell slot is absorbed by the black hole. On a success, it casts the spell as normal.

WEAVE STRIPPER

Wondrous item, rare

Part trap, part torture device, part magic removal mechanism. The *weave stripper* is a gold-banded, lead-lined box that houses a portal to a remote, antimagical corner of the abyss. The denizens of this void feed on the Weave, forcibly removing it from the creatures around which it is woven.

As an action, you can place and unlock the box, which slowly and eerily creeps open. At the start of the following turn, black smoke spews forth, soon followed by writhing, ethereal purple tentacles that flail and thrash towards all sources of magic within **20 feet** of the box.

Each creature that starts its turn in the area must make a **DC 15 Wisdom saving throw**. If the creature is concentrating on a spell or under the influence of a spell, it has **disadvantage** on the saving throw. On a failure, a creature takes **3d10** psychic damage, loses concentration if it is concentrating on a spell, and has any spell of 5th-level or lower that is affecting dispelled. On a success, a creature takes half as much damage, does not have any spells dispelled, and makes checks to maintain its concentration as normal.

As an action, a creature within reach of the box can attempt a **DC 15 Strength** check, closing it on a success. Otherwise, after one minute, these abyssal creatures satiate themselves, retreat back into the box, the effect ends, and the box can be closed (no action required). If the box is opened again before the following dawn, there is no effect.



CAKEWALK



BOW OF BOWS

Weapon (any bow), uncommon (requires attunement)

Made of springback candy cane and ruby red ribbon, the bow of bows has the unique ability to fire lengths of ribbon up to 60 feet long in lieu of an arrow. This ribbon can be used to pull creatures off balance, as a grappling hook, or to wrap up a foe. Once per turn, you can replace one attack using the bow with one of the following effects:

Yank. Choose a Large or smaller creature within **60 feet**. It must succeed on a **DC 13 Dexterity saving throw** or be pulled and spun up to **15 feet** closer to you and become dizzy until the end of its next turn. A dizzy creature's movement is halved and it makes **Dexterity** checks and saving throws with **disadvantage**.

Wrapped Up. You fire a length of ribbon at a Huge or smaller creature within **60 feet**. The creature must succeed on a **DC 13 Strength saving throw** or become **grappled (escape DC 13)**. While grappled in this way, the creature is **restrained**. Once you use this property you can't use any of the Yank or Wrapped Up properties again until the following dawn.

Rare variant: Increase the length of ribbon and ranges of abilities to **90 feet**. You have a **+1 bonus** to attack and damage rolls made with this magic weapon; increase the **DCs** to **15**.

Very rare variant: Increase the length of ribbon and ranges of abilities to 120 feet. You have a **+2 bonus** to attack and damage rolls made with this magic weapon; increase the **DCs** to 16.

BUBBLEGUM BOMB

Wondrous item, uncommon

As an action you can throw the bomb at a point on a surface you choose within **60 feet**, where it explodes on impact. Everything within a **10-foot-radius** sphere of that point becomes coated in sticky bubblegum. When the bomb explodes, each creature in the affected area must succeed on a **DC 13 Strength saving throw** or be **restrained** until the end of its next turn. The affected area is difficult terrain until thoroughly cleaned.





COOLMINT SLICE

Weapon (dagger or scimitar), uncommon (requires attunement)

This striped, blue blade is enchanted with the power of the elemental coolmint. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Decorate. While holding this weapon, you can use your action to conjure a torrent of sticky, white and purple sugar as you cast the *cone of frosting* spell (**save DC 13**). Once you use this feature, you can't do so again until the following dawn.

Magic Item Set. Attuning to both this weapon and the peppermint slice requires only a single attunement slot. If you hit a creature with both of these weapons on the same turn, the weapons become empowered until the end of your next turn. This weapon deals an additional **1d4** cold damage and the peppermint slice deals an additional **1d4** fire damage.

Rare variant: Your bonus increases to **+2**, the magic item set damage increases to **1d6**, and *cone of frosting* is cast at 3rd level (**save DC 15**).

Very rare variant: Your bonus increases to **+3**, the magic item set damage increases to **1d8**, replace *cone of frosting* with *cone of cold* (**save DC 16**).

CRYSTAL CANDY SWORD

Weapon (any sword), uncommon

Tempered in succulent strengthening syrup, then honed to a razor's edge upon the rock-candy-whetstone of the sugarsmith, this multihued blade is as sweet as it is sharp.

While attuned to this magic weapon, you can use your bonus action to lick the blade and gain the benefits of the *sugar rush* spell (no concentration required). When you use this trait, roll a **d4**. On a 1, the sword loses its sweetness, and can't grant the spell's benefits again for 24 hours.

Rare variant: You gain a **+1 bonus** to attack and damage rolls, and the **d4** increases to a **d6**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls, and the **d4** increases to a **d8**.

GUMMY FANGS

Wondrous item, common (requires attunement)

Mistake hard-boiled candy for gummy often enough,



and even Count Batterscotch needs dentures. This infamous vampire credits the gummy fangs with his tee-totalness; they're just too yummy! He often eats them instead of finding a victim and has become quite the successful businessman.

When you attune to these fangs, you can wear them in your mouth and use them as a natural weapon to perform a special bite attack, which counts as an unarmed strike. If you hit with this bite attack, you deal piercing damage equal to **1d6** + your **Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike, and you regain **1d4** hit points.

Whether or not you are attuned to the fangs, you can eat them as an action. Doing so destroys the fangs, but you regain **2d4 + 2** hit points in the process.

JAWBREAKER

Weapon (morningstar), uncommon

Jawbreakers are the strongest substance known to foodfolk. Formed from layers upon layers of hard-boiled candy, these wrecking balls are sometimes augmented with spike-like protrusions that add to their destructive capabilities. They can be found in the “long-life” section of your local confectioners.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Whenever you score a critical hit against a creature using this weapon, you lock its jaw, rendering it incapable of speaking or performing the verbal components of spells until it finishes a short or long rest.

Rare variant: Increase the **bonus** to **+2**.

Very rare variant: Increase the **bonus** to **+3**.

MACEMALLOW

Weapon (any melee weapon which deals bludgeoning damage), uncommon (requires attunement)

With a shaft of marshmallow root and a light and fluffy ‘mallow on its tip, this sticky weapon is the toast of the puffed blacksmiths’ creations.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll, the target is covered in sticky marshmallow and is **restrained** if it is Large or smaller. A creature restrained in this way can use its action to make a **DC 13 Strength** check, freeing itself on a



success.

When you speak the command word (“smores”) while holding the weapon, the marshmallow bursts aflame, shedding bright light for **20 feet**, and dim light for an additional **20 feet**. The flames last until you speak the command word again or until you drop or stow the weapon.

Rare variant: While aflame, the macemallow deals an additional **1d4** fire damage on a hit. Increase the **DC** of the **Strength** check to **15**.

Very rare variant: While aflame, the macemallow deals an additional **1d6** fire damage on a hit. Increase the **DC** of the **Strength** check to **16**.

PEPPERMINT SLICE

Weapon (dagger or scimitar), uncommon (requires attunement)

This striped, red blade is enchanted with the power of the elemental peppermint. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Glaze. As an action you can invoke the weapon, coating you in a thin layer of hard, resistant icing as you cast *peppermint plate*. Once you use this feature, you can’t do so again until the following dawn.

Magic Item Set. Attuning to both this weapon and the *coolmint slice* requires only a single attunement slot. If you hit a creature with both of these weapons on the same turn, the weapons become empowered until the end of your next turn. This weapon deals an additional **1d4** fire damage and the *coolmint slice* deals an additional **1d4** cold damage.

Rare variant: Your bonus increases to **+2**, the magic item set damage increases to **1d6**, and *peppermint plate* is cast at 3rd level.

Very rare variant: Your bonus increases to **+3**, and the magic item set damage increases to **1d8**, and *peppermint plate* is cast at 5th level.

WAFFER SHIELD

Shield, rare (requires attunement)

Contrived as a means of quickly navigating the Grand Bakery of Babaganoush, wafer shields, surfing on their torrents of hot chocolate, have become an increasingly common occurrence.

While attuned to this shield, you can doff it and mount it as a bonus action. Whilst mounted, you ignore nonmagical difficult terrain, can move across the surface of liquids, and your movement speed increases to **60 feet**. Additionally, if you take damage while mounted, you must succeed on a Dexterity saving throw or fall off the shield and fall prone. The **DC** for the saving throw equals **10** or **half the damage taken**, whichever is higher. You can dismount the shield and don it again as a bonus action.

Once on each of your turns, if you move **20 feet** in a straight line, you can whip the shield in a cool move (no action required), splashing hot chocolate all over one creature within **5 feet** of you. The creature must make a **Dexterity saving throw**, taking **2d8** fire damage on a failure, or half as much damage on a success. The **DC** for the saving throw equals **8 + your Dexterity (Acrobatics)** modifier.





HIGH SEAS HORROR



CORALBORN RING

Ring, uncommon

This coralborn-crafted trinket is often gifted to visiting dignitaries to protect them during journeys through the abrasive subterranean coral tunnels. While wearing this ring, you can spend an action to speak the ring's command word, casting the spell *coralskin** on yourself (+3 **spellcasting ability modifier**). Once you do so, you can't do so again until the following dawn.

Coralskin. Your skin turns into a rapidly growing landscape of varicoloured coral. When the spell is cast, and at the start of each of your turns for the duration of the spell, you gain temporary hit points equal to **2d4** plus your spellcasting ability modifier (+3). In addition, your unarmed attacks deal slashing damage instead of bludgeoning damage. You deal a minimum of **1d4** slashing damage on a hit with an unarmed attack if not already higher. When the spell ends, the target loses any remaining temporary hit points from this spell.

CORAL WAND

Wand, spellcasting focus, uncommon (requires attunement by a spellcaster)

Such focuses often take months to fashion, requiring as they do the formation of an entire coral ecosystem. From molluscs to cnidarians and seaweeds, the inhabitants of such an item share one common theme—they all carry a deadly toxicity. While holding this wand, you can use it to cast the *poison spray* cantrip at will.

Toxic Discharge. When you cast *poison spray* using this item, you can incite one of the organisms to give it an extra boost before the target's saving throw is rolled. Roll a **d6** and consult the follow list, on a failed save the creature is affected by this additional effect:

- **1-3 – Lingering Toxicity.** The creature is **poisoned** until the end of its next turn.
- **4 – Ocular Irritant.** The creature is **blinded** until the end of its next turn.
- **5 – Neurotoxin.** The creature is **paralysed** until the end of its next turn.
- **6 – Total Discharge.** The damage dealt by the *poison spray* cantrip is doubled. The wand wilts and the Toxic Discharge property can't be used again until the following dawn.





HAT OF THE HERMIT HAG

Wondrous item, uncommon (requires attunement)

Though this headpiece may easily be mistaken for an average conch, its external dimensions bely its roomy interior. It is much bigger on the inside. Hermit hags love to decorate it with trophies and trinkets traded, tricked, or otherwise taken from unfortunate adventurers.

While wearing this hat you can invoke it to cast the following spells (**save DC 13**):

- *disguise self* (1st-level)
- *suggestion* (2nd-level)

When you use the hat to cast a spell, roll a **d3**. If the result is equal to or lower than the spell's level, the hat can't be used to cast any spell again until the following dawn.

Hermit. As a bonus action or reaction to being targeted by an attack, a Small or smaller creature can hide in the hat. Until it emerges, it gains **total cover** from all directions, has its speed reduced to **5 feet**, is **blinded**, has **disadvantage** on all **Wisdom (Perception)** checks, and automatically fails **Dexterity saving throws**. To emerge from the hat, the creature within must use its action. Knocking the creature prone whilst it's in the hat exposes its vulnerable underbelly, removing the total cover.

Rare variant: Increase the **DC** to **15** and the **d3** to a **d4**. Add *the bends* (3rd-level) to the spell list.

Very rare variant: Increase the **DC** to **16** and the **d3** to a **d6**. Add *the bends* (3rd-level) and *lungburst* (6th-level) to the spell list.

GHOST CUTLASS

Weapon (scimitar), uncommon

As a bonus action you can speak this round, rusted hilt's command word. A curved blade of ethereal green smoke sprouts from the barnacle-encrusted metal and swims with ghastly, ghostly visages. Legend says these faces belong to those who fell whilst wielding the blade, a part of their soul trapped forever in its decrepit metal.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon, which deals psychic damage instead of slashing damage.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: Increase the bonus to **+2**.

Very rare variant: Increase the bonus to **+3**.



MIMIC SHIP IN A BOTTLE

Wondrous item, uncommon

Each time this ship-in-a-bottle is observed, something is slightly different. One time it might have three masts. Another time, the figurehead might have changed from dragon to narwhal, or the rigging has become a light shade of mauve. The only constants are the cannons, its malevolent ‘grin’, and the tentacles. This ship is, in fact, a baby mimic, that hasn’t quite mastered the art of ‘mimicking’.

As an action, you can uncork and upend the bottle, casting the spell *find familiar* requiring no material components. The familiar takes the statistics of the **ship mimic offspring*** and is friendly to you and your companions. If the mimic is killed, a new mimic appears **8 hours** after you fill the bottle with water and salt.

SHIP MIMIC OFFSPRING

Medium humanoid (any race), lawful neutral

Armour Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 5 ft., swim, 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	3 (-4)	11 (+0)	8 (-1)

Skills Stealth +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Amphibious. The mimic can breathe air and water.

Broadside. If the mimic moves less than half its speed on its turn, it can make an attack with its cannons as a bonus action. When it does so, its speed is reduced to 0 for the remainder of the turn.

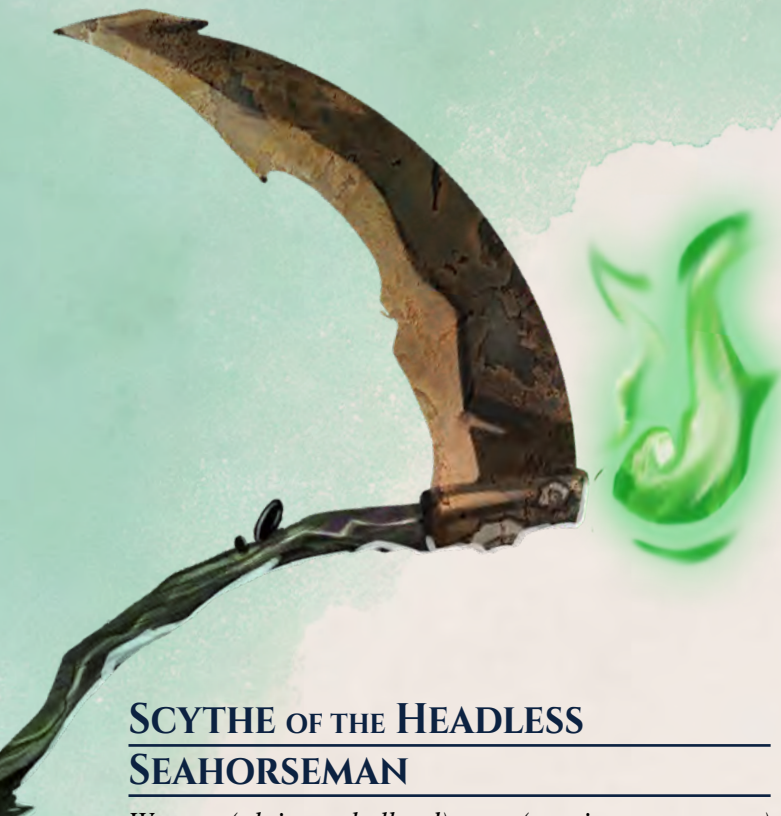
Ramming Charge. If the mimic moves at least 15 feet straight toward a target then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Ram. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit

Cannons. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.



SCYTHE OF THE HEADLESS SEAHORSEMAN

Weapon (glaive or halberd), rare (requires attunement)

This rusted scythe, with its driftwood handle that supports a plethora of sea life, is surprisingly light and hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Fearflame. As a bonus action you can speak the weapon's command word causing an eerie green flame to shimmer along the blade's length. For the duration, whenever you hit with this magical weapon, the target takes an additional **1d6** psychic damage and must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of you until the start of your next turn. If you roll a **6** for the psychic damage, the green flame disappears ending the effect, and you can't use this property again until the following dawn.

Phantom Steed. As an action you can speak the scythe's second command word and cast the *phantom steed* spell. The creature always appears as an amphibian seamare. This takes the statistics of a **giant sea horse** with the following changes:

- It has a walking and swim speed of **100 feet**.
- It has the 'Amphibious' trait instead of the 'Water Breathing' trait.
- It has the Frightful Presence action (**DC 15 Wisdom saving throw**, 60-foot radius).

Once you use the Phantom Steed feature, you can't do so again until the following dawn.

Hydrodynamic. Attacking while underwater

doesn't impose disadvantage on attack rolls you make with this weapon.

Very rare variant: Increase the damage to **1d8** psychic damage, and the **DC** to **16**.

Legendary variant: Increase the damage to **2d6** psychic damage, and the **DC** to **17**. *Phantom steed* can be cast as an action at will, but you can only have one steed present at once.

SHRIMP PISTOL

Weapon (pistol), uncommon (requires attunement)

A biomantic fusion of crustacean and firearm, this magic weapon thrums with stored energy, ready to release a devastating strike like its pistol shrimp forebear. This pistol fires its ammunition at such tremendous velocities that cavitation bubbles form dealing an additional **1d4** thunder damage on a hit.

Cavitation Blast. As an action whilst you are underwater, you can release a series of pressure waves causing pockets of cavitation. Each creature in a **15-foot cone** must make a **DC 13 Constitution saving throw**, taking **4d8** thunder damage on a failed save, or half as much damage on a successful one. Once you have used this feature, you can't do so again until the following dawn.

Misfire 2. If you roll a **1** or **2** on your attack roll, the ammunition itself disintegrates, clogging the barrel. You must spend an action to unclog this weapon.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition



from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make. Shrimp Pistol

Rare variant: Increase the additional thunder damage to **1d6**. Change Cavitation Blast to a **20-foot cone**, a **DC 15 saving throw**, and increase the damage to **6d8**.

Very rare variant: Increase the additional thunder damage to **1d8**. Change Cavitation Blast to a **25-foot cone**, a **DC 16 saving throw**, and increase the damage to **8d8**.

SUNKEN ANCHOR

Weapon (war pick), uncommon (requires attunement)

Whilst attuned to this weapon you have advantage on checks and saving throws made to avoid being knocked prone or moved against your will. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Anchor. As an action you can point this weapon at a point on a surface within **120 feet**, causing an ethereal chain to run from you to the surface for the next **10 minutes**, or until you dismiss it as a bonus action. For the duration, you can willingly move closer to the point, but a weight of over 10,000 pounds or a **DC 30 Strength check** is required to move you further from the surface if you are not willing. On a successful Strength check, or if more weight is applied, the chain snaps and the effect ends. The effect ends early if you ever willingly move more than 120 feet from the surface, or if you lose consciousness.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: Increase the bonus to attack and damage rolls made with this weapon to **+2**. You can invoke the weapon to cast the *riptide* spell (**save DC 15**) once per day, recharging at dawn.

Very Rare variant: Increase the bonus to attack and damage rolls made with this weapon to **+3**. You can invoke the weapon to cast the *riptide* spell (**save DC 16**) at will.



TRIDENT OF THE ELECTRIC EEL

Weapon (trident), uncommon (requires attunement)

Imbued with the natural lightning-based magic of the eelfolk, this brass-headed, magical trident is enchanted never to succumb to the corrosive nature of the briny sea.

Dinglehopper. As an action, you can command this weapon to magically shrink down to the size of common oyster folk, known as a dinglehopper, or to re-enlarge.

Discharge. When you make a melee or ranged attack using this magic weapon you can speak its command word as a bonus action, causing it to emit a burst of lightning. Each creature within **5 feet** of it (or within **10 feet** of it underwater), must succeed on a **DC 13 Dexterity saving throw** or take **1d6** lightning damage. A creature that fails this saving throw by 10 or more (**DC 2**) is also **stunned** until the end of its next turn.

Lightning. As an action, you can cast the *lightning bolt* spell (**save DC 13**). Once you do so, you can't use the Discharge or Lightning property again until the following dawn.

Rare variant: The damage of Discharge increases to **1d10**. The save **DC** of *lightning bolt* increases to **15**, and the spell is cast at 5th level (**10d6**).

Very Rare variant: The damage of Discharge increases to **2d6**. Replace *lightning bolt* with *chain lightning* (**save DC 16**).

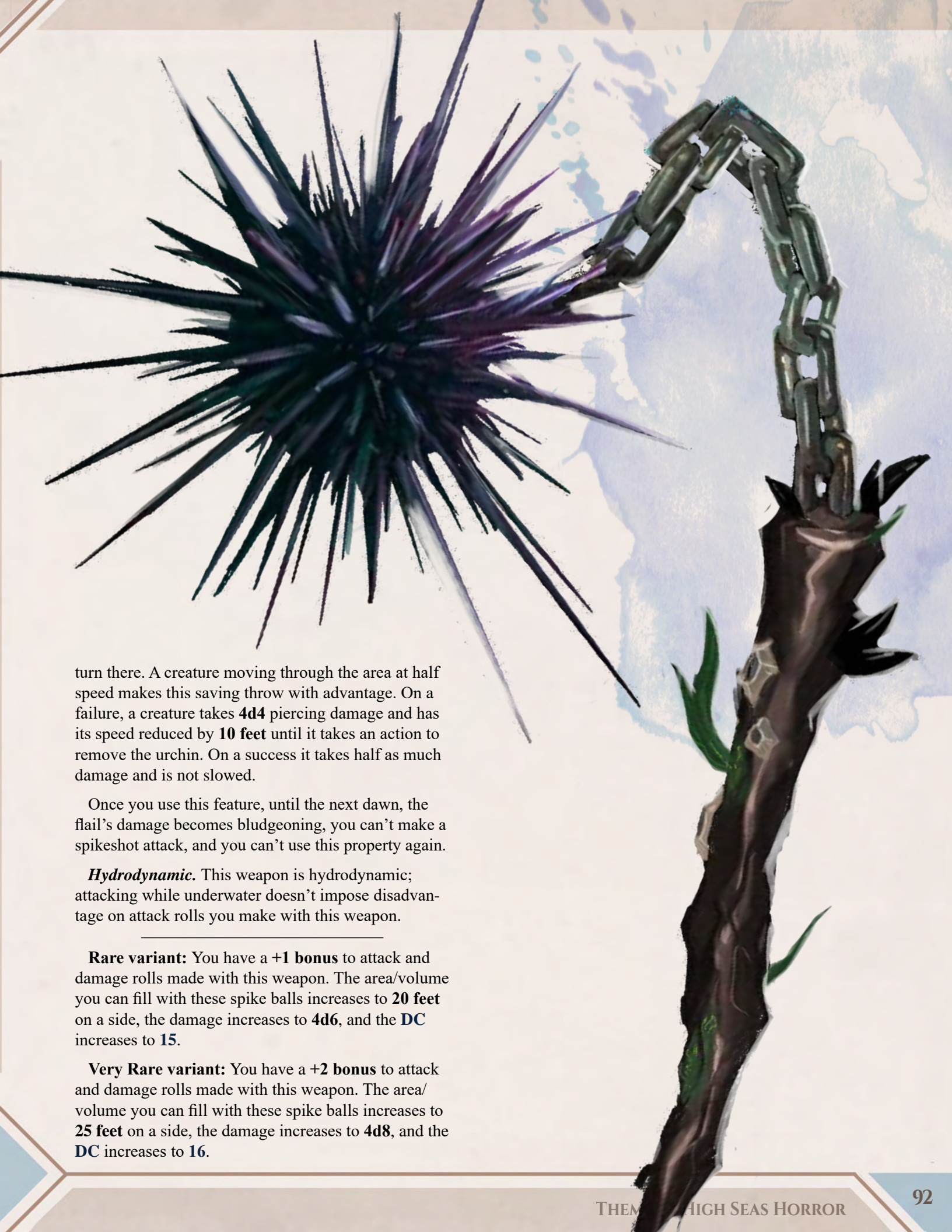
URCHIN FLAIL

Weapon (flail), uncommon (requires attunement)

A sphere of dark purple bristling with needle-sharp spines is connected to a driftwood shaft by a rusted chain.

This magic weapon deals piercing damage, instead of a flail's usual bludgeoning damage. You can replace any attack with a spikeshot; a thrown (range 20/60) ranged weapon attack that deals **1d6** piercing damage on a hit.

Spikey Death Balls. As an action, you can fire all the flail's spikes to a point you can see within **60 feet**, where they blossom into a field of squirming, darting, baby urchins. On land, you cover a square up to **15 feet** on a side with these spike balls. Underwater, you fill a cube up to **15 feet** on a side. A creature must make a **DC 13 Dexterity saving throw** when it enters the area for the first time on a turn or starts its



turn there. A creature moving through the area at half speed makes this saving throw with advantage. On a failure, a creature takes **4d4** piercing damage and has its speed reduced by **10 feet** until it takes an action to remove the urchin. On a success it takes half as much damage and is not slowed.

Once you use this feature, until the next dawn, the flail's damage becomes bludgeoning, you can't make a spikeshot attack, and you can't use this property again.

Hydrodynamic. This weapon is hydrodynamic; attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: You have a **+1 bonus** to attack and damage rolls made with this weapon. The area/volume you can fill with these spike balls increases to **20 feet** on a side, the damage increases to **4d6**, and the **DC** increases to **15**.

Very Rare variant: You have a **+2 bonus** to attack and damage rolls made with this weapon. The area/volume you can fill with these spike balls increases to **25 feet** on a side, the damage increases to **4d8**, and the **DC** increases to **16**.



OCEAN KINGDOMS



ALLURE

Wondrous item, uncommon (requires attunement)

As the saying goes: “Lights on the surface serve a purpose. Lights in the deep lure then reap.” This magical headpiece, while not the most attractive, has a certain allure.

While wearing this headpiece, you can cast the *dancing lights* cantrip at will.

Lure. While wearing this circlet you can spend an action to cast the *hypnotic pattern* spell (**save DC 13**) with a range of **Self (30-foot cube)**. While charmed in this way, a creature must use all its movement to approach you. If a creature ever ends its movement within **5 feet** of you, it reaches towards your circlet. As a reaction, you can cause the circlet to bite down on the creature’s hand (or other appendage), dealing **1d6** piercing damage and **2d6** poison damage. Once you have used this feature, you can’t do so again until the following dawn.

Rare variant: Change *charm person* to *hypnotic pattern* with a range of **Self (30-foot cube)** and increase the **DC** to **15**, and the poison damage to **4d6**. You can use Lure twice per day. When you cast *dancing lights*, you can choose any number of them to shed bright light in a 10-foot radius and dim light for an additional 10 feet.

Very rare variant: Change *charm person* to *hypnotic pattern* with a range of **Self (30-foot cube)** and increase the **DC** to **16**, and the poison damage to **6d6**. When you cast *dancing lights*, you can choose any number of them to shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, this cantrip does not require concentration.

CORAL CRUSHER

Weapon (generic variant), uncommon

Through biomantic infusions, the coral that comprises this impact weapon can grow rapidly, quickly replenishing itself under the right conditions. Coralborn have mixed feelings towards such magic weapons. Some believe that it is sacrilege to damage a reef, whilst others argue that the foes these weapons shred are prevented from doing any harm to anything, including reefs. The jury is still out.

Such weapons tend to be ‘impact weapons’; clubs, warhammers, morningstars, etc. After some trial and error you can learn to use their weight to send splinters of coral flying, hurting all creatures within a close

proximity. Safety glasses are recommended.

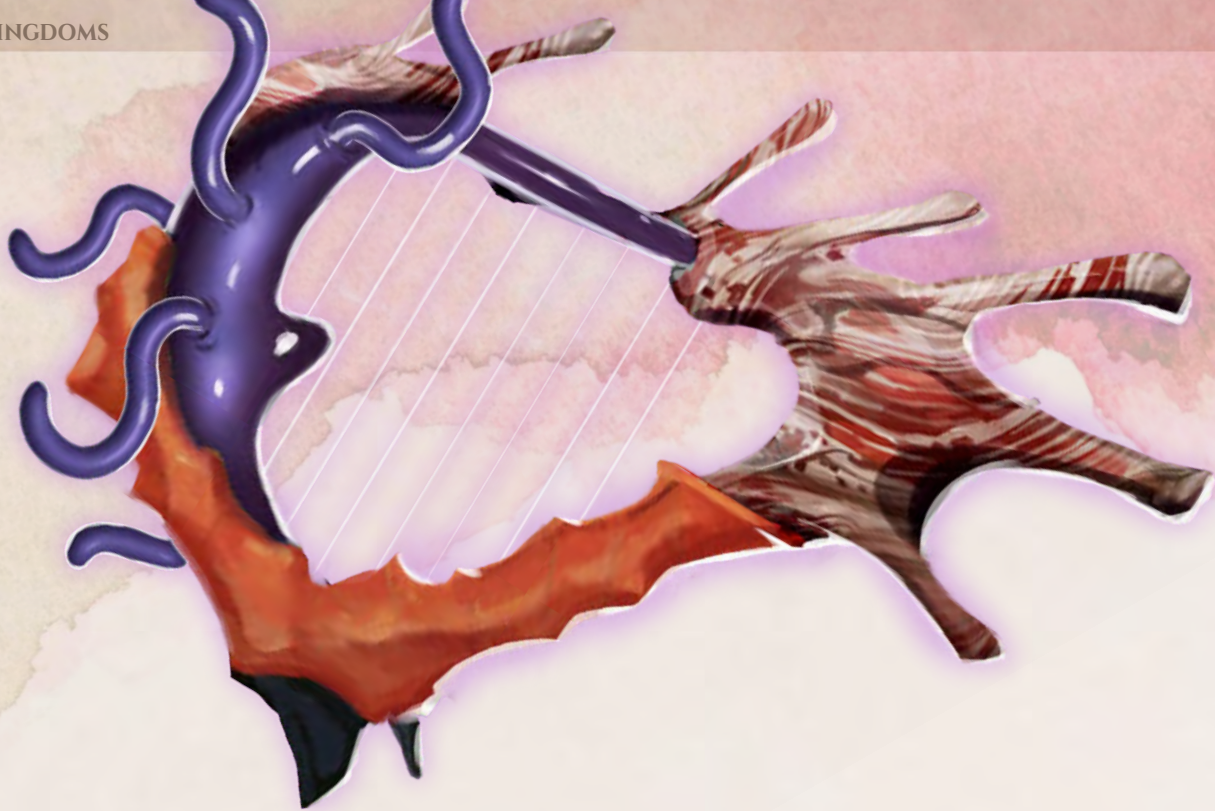
Shred. After making a melee attack using this weapon, you can cause coral shrapnel to burst out. Each creature within **5 feet** of the target (including yourself and the target) must make a **DC 13 Dexterity saving throw**. On a failure, a creature takes piercing damage equal to the weapon’s damage die. On a success it takes half as much damage. You have **advantage** on this saving throw.

Hydrodynamic. Attacking while underwater doesn’t impose disadvantage on attack rolls you make with this weapon.

Rare variant: Increase the **DC** to **15**. You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16**. You have a **+2 bonus** to attack and damage rolls made with this magic weapon.





CORALBORN HARP

Wondrous item, rare (requires attunement)

Coralborn have two genres of music; diurnal and nocturnal. The diurnal celebrates the reef's colour, community, and biodiversity; it is often uplifting and joyful. The nocturnal illustrates the hunt, when sharks prowl, and the millions of tiny medusozoa that make up the coral feed. Though this harp can play any type of music, the time of day can accentuate its magical capabilities.

Diurnal Dream. As an action during the day, you can play one of the following tunes, targeting one creature that can hear you within **30 feet**, which must make a **DC 15 Wisdom saving throw**. If the effect ends at the start of your next turn and you immediately use your action at the start of your turn to continue playing the same tune, the effect continues, no saving throw required.

- **Charming Melody.** On a failed save, the creature is **charmed** until the start of your next turn. The effect ends early if you or any of your allies harm the creature. When the effect ends, the creature knows it was charmed by you.
- **Gentle Lullaby.** The creature falls **asleep** until the end of your next turn. A creature that has legs falls **prone** when it falls asleep (at the GM's discretion). The effect ends early if the creature takes damage or if someone uses an action to shake the creature awake.

- **Mesmerising Canon.** The creature is **incapacitated** until the start of your next turn, using all its movement to follow you. If it is unable to follow you, or if doing so would result in the creature being harmed, it remains motionless until the effect ends. The effect ends early if the creature takes damage or is ever more than 30 feet from you.

Nocturnal Nightmare. As an action during the night, you strike a dissonant chord that scrapes at the hearing organs and cochlear nerves of all creatures in a **30-foot cone**. Each creature in the area must make a **DC 15 Constitution saving throw**. On a failure, a creature takes **4d6** psychic damage and is **frightened** of you until the end of your next turn. On a success it takes half as much damage and is not frightened of you. After you use this feature, roll a **d4**. On a 1, all the small feeding medusozoa retreat back into the coral and you can't use this property again until the next sunset.



CLOAK OF THE CNIDARAN

Wondrous item, uncommon (requires attunement)

Made of magical cnidaran shimmerweave, this cloak shifts its hue with the emotions of its attuner. The deep king's court jester used to wear one such raiment, making his acrobatic and charismatic displays all the more entertaining.

Prismatic Shimmer. While wearing this cloak, you can, as an action cause it to shimmer in a pleasing array of colours for **10 minutes**. You have **advantage** on all **Persuasion** and **Deception** checks directed at one creature of your choice that isn't hostile toward you, as well as on all **Performance** checks. Once you use this property you can't do so again until the following dawn.

Nematocyst Fibres. As an action you can cause the cloak's fibres to become aggressive for **1 minute**. The cloak shimmers in shades of red and mauve giving you **advantage** on **Intimidation** checks against creatures that can see you. As part of the action to activate the fibres, and as an action on subsequent turns, you can cause the cloak's filaments to brush against a creature within **10 feet** of you. The target must succeed on a **DC 13 Constitution saving throw** or become **incapacitated** until the start of your next turn. After a creature succeeds on this saving throw, it is immune to the effects of the cloak for the next **24 hours**. Once you use this property you can't do so again until the following dawn.

Rare variant: Increase the **DC** to **15**. On a failed save the target is **stunned**, instead of incapacitated.

Very rare version: Increase the **DC** of Nematocyst Fibres to **16**. On a failed save the target is **paralysed** instead of incapacitated.

CROSSTACEAN

Crossbow (any), uncommon (requires attunement)

The longevity of lobsters is well known. Using biomancy magic, this phenomenon can be reversed, resulting in a weapon that can magically age and necrose a target. This weapon deals an additional **1d4** necrotic damage when any projectile it shoots hits a creature.

The Seize. Before you fire this weapon, you can spend a bonus action to enchant one piece of loaded ammunition with debilitating, arthritic energy that causes the target's joints to seize solid. If the next attack hits, the target must succeed on a **DC 13 Constitution saving throw** or become **restrained** until the end of your next turn. If the target fails by 5 or more (**DC 7**), it is **paralysed** instead of restrained. Once you use this feature, roll a **d6**. On a **1**, the lobster's colour fades to grey, and you can't use this property again until the next dawn.

Rare version: Increase the necrotic damage to **1d6** and the **DC** to **15**.

Very rare variant: Increase the necrotic damage to **1d8** and the **DC** to **16**.





HELMET OF THE HAMMERHEAD KNIGHT

Wondrous item, rare (requires attunement)

Whilst wearing this helmet your peripheral vision extends behind you granting you a **+5 bonus** to initiative rolls. In addition, your sense of smell is enhanced; you have advantage on **Wisdom (Perception)** rolls that involve smell and you gain the ‘Shark’s Scent’ and ‘Blood Frenzy’ features.

Shark’s Scent. As an action you can inhale, gaining blindsight to a range of **30 feet**. This blindsight can only detect a creature that has blood and that does not have all its hit points.

Blood Frenzy. As an action you can cast the *blood frenzy** spell on yourself at will.

Curse. This helmet is cursed with the essence of its former occupant, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the helmet, wearing it even to sleep. Over the course of a week you begin to develop shark-like features. First your skin develops small patches of tough, iridescent scales. Next, your fingers and toes become webbed, and small fins appear on your elbow and neck.

Lastly are the teeth. They become a jagged conveyor belt, a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When this occurs, the curse is complete and you are constantly under the effects of the blood frenzy.

Casting *remove curse* or using similar magic ends the curse, but does not undo any changes to your appearance that have already occurred.

FLUMFPOT

Wondrous item, rare

Flumfpots are always found hovering around a corpse. If you can’t see the corpse then it’s almost definitely because it’s been so long the corpse has disintegrated into dust. This is because a *flumfpot* is magically enchanted to always follow the last creature whose lips (or other drinking orifice) it touched. It can be filled with any potion as an action.

Mastery and Movement. After touching a creature’s lips that creature becomes its master. It hovers just over its master’s shoulder. It has a flying speed of **30 feet** and a swimming speed of **60 feet**.



If it is within **5 feet** of its master when its master teleports, it teleports with them, even teleporting between planes. Otherwise it remains in palace until touched by another creature's lips. A *flumfpot* that is restrained for whatever reason will fly towards its master via the most direct route when released.

Send Aid. As a bonus action you can send the *flumfpot* to help a creature you can see. The *flumfpot* shares your initiative count, but it takes its turn immediately after yours. It moves up to its speed towards the designated target. If it ends its turn in the target's space and the target is willing or unconscious, it administers the potion to the target.

Filling Flumfpot. A *flumfpot* magically refills with the same potion each day at dawn. When you find a *flumfpot*, roll a **d20** and consult the following table to determine the potion.

d20	Potion
1-5	<i>Potion of healing</i>
6	<i>Potion of climbing</i>
7	<i>Philter of love</i>
8	<i>Potion of animal friendship</i>
9	<i>Potion of growth</i>
10	<i>Potion of hill giant strength</i>
11	<i>Potion of water breathing</i>
12	<i>Oil of slipperiness</i>
13	<i>Potion of acid resistance</i>
14	<i>Potion of cold resistance</i>
15	<i>Potion of fire resistance</i>
16	<i>Potion of force resistance</i>
17	<i>Potion of lightning resistance</i>
18	<i>Potion of poison resistance</i>
19	<i>Potion of thunder resistance</i>
20	<i>Potion of greater healing</i>

Uncommon variant: remove the 'Filling Flumfpot' feature.

SEASHELL WEAPON

Weapon (any), common

Fashioned from the pearlescent bloodshells of the Scarlet Reef, this weapon of the corallborn is enchanted to be especially hydrodynamic underwater.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.



SHARKTOOTH

Weapon (longsword or greatsword), rare (requires attunement)

Fashioned especially for the Hammerhead Knight, this blade caused its victims to bleed, allowing the knight, with its superior sense of smell, to track a would-be assassin back to its lair. You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

Maim. When you hit with a melee attack using this weapon, you can speak its command word as a bonus action, causing the teeth-like protrusions to rip through the target. Roll a **d4** and consult the following table:

d4	Effect
1	No Additional Effect.
2	Hamstring. The target's speed is reduced to 0 until the end of its next turn.
3	Rend. The target has disadvantage on attack rolls until the end of its next turn.
4	Sever. The target begins bleeding for 1 minute . Each time it takes bludgeoning, piercing, or slashing damage, it takes an additional 1d4 damage of the triggering type. The target can use an action to make a DC 15 Wisdom (Medicine) check, stopping the bleeding on a success. The Maim property can't be used again until the following dawn.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Set of the Hammerhead Knight (Very rare). While attuned to both items of the hammerhead knight (the helmet and sharktooth), you gain **advantage** on **Dexterity saving throws** against effects you can see or smell and you can't be surprised. In addition you can, as an action, grow gills and morph your legs into a tail (or vice-versa). You gain a swim speed of **40 feet** (if not already higher), your walking speed drops to 5 feet, and you can breathe both air and water.



TIDECUTTER

Weapon (longsword), uncommon (requires attunement)

This item appears to be a sword hilt stylized with tentacles. While grasping the hilt, you can use a bonus action to cause a blade of rushing water to spring forth, or make it disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the tidecutter.

Water Lash. As an action, you can slash the sword towards a target within **20 feet** of you, causing the blade to elongate into a lash. Make a melee weapon attack against the target using this weapon's normal statistics. On a hit you can pull a Large or smaller creature, or an object that weighs **500** pounds or less, up to **15 feet** closer to you. If the target is a fixed object or a Huge or larger creature, you can pull yourself **15 feet** towards the target.

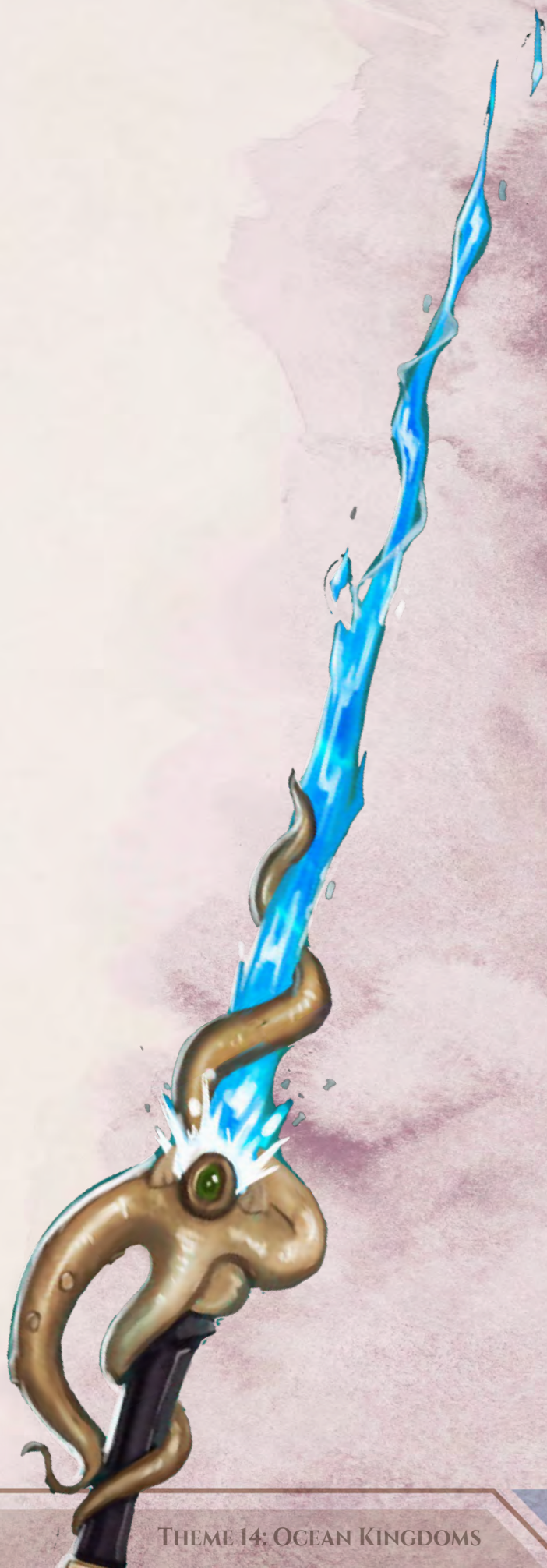
Waterborne. When submerged in water, this longsword gains the reach property and the range of the Water Lash property increases to **30 feet**.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. You can pull a Large or smaller creature, or an object that weighs **1000** pounds or less, up to **15 feet** closer to you.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The range of your Water Lash increases to **30 feet (40 feet underwater)**. You can pull Huge or smaller creatures, or objects up to **2000** pounds in weight, up to **25 feet** closer to you; or pull yourself **25 feet** closer to a fixed object or Huge or larger creature.

Legendary variant: You gain a **+3 bonus** to attack and damage rolls made with this magic weapon. The range of your Water Lash increases to **30 feet (40 feet underwater)**. You can pull Huge or smaller creatures, or objects up to **10000** pounds in weight, up to **25 feet** closer to you; or pull yourself **35 feet** closer to a fixed object or Huge or larger creature. On a hit, you can attempt to pull a gargantuan creature; it must succeed on a **DC 17 Strength saving throw** or be pulled up to **25 feet** closer to you.





MAD
BIOMANCER



ARACHNOSTAFF

Staff, uncommon (requires attunement by a spellcaster)

The silk sacs on end of this staff are never still; they writhe with the thousands of spiders that inhabit them. Such staves are favoured by those who worship the spider goddess.

Web Walker. While attuned to this staff you ignore movement restrictions caused by webbing.

Swarm. While holding this staff, you can, as an action, cast the *swarm* cantrip at will.

Mother's Gift. You always have the spells *conjure animals* and *web* prepared. The first time you cast one of these spells after a long rest, it does not consume a spell slot if cast at its base level. If cast without expending a spell slot in this way, the conjured animal must be some kind of spider.

Rare version: Add the *spider climb* spell to Mother's Gift; the first two times you cast one of these spells after a long rest, it does not consume a spell slot. When you cast a spell granted by Mother's Web, you gain a **+1 bonus** to the saving throw DC of that spell.

Very rare version: Add the *spider climb* spell to Mother's Gift; the first three times you cast one of these spells after a long rest, it does not consume a spell slot. When you cast a spell granted by Mother's Web, you gain a **+3 bonus** to the saving throw DC of that spell.

HELPING HAND

Wondrous item, common

A mummified hand that once belonged to a Gringko - a chameleon-like humanoid - is wrapped in leather at its severed wrist. Biomantic energy commands the hand to contract or relax when its wrist is squeezed, allowing it to hold up to 30 pounds.

Whatever light source this hand holds can be seen only by the creature who holds its wrist. It is often found in possession of a magic *everburning torch*.

EVERBURNING TORCH

Wondrous item, common

This plain-looking torch burns with an eerie hue. When lit, it continues to burn indefinitely. It can be extinguished if the creature holding it politely asks it to "Peter out, pal."



SPARE THOUGHTS

Wondrous item, uncommon (requires attunement by a spellcaster)

Dr. Francis N. Stein's infamy quickly made him the target of angry mobs, daring adventurers, and rival wizards. Rumour has it that this hat is made from the brain of one such rival, fellow biomancer Dr. Doolots, captured when he tried to steal Stein's secrets whilst polymorphed as a mouse. Dr. Stein turned the table on his wizardly intruders, using the hat to steal spells from their minds.

While wearing this hat, you can tap into the knowledge of its 'donor'. Choose one: Arcana, History, Nature, or Religion. You gain proficiency in this skill while you wear *spare thoughts*.

Spellstealer. Whenever a spell is cast within **60 feet** of you and you can see the caster, you can use your reaction to steal the knowledge of the spell. The caster of the spell must succeed on a **DC 13 Intelligence saving throw** or remove the spell from their list of prepared spells, while you add this spell to your list of prepared spells. This spell remains on your prepared spell list until you steal another spell using this feature. If the spell is of a level you can't cast, the spellcaster automatically succeeds on their saving throw. Once you use this feature, you can't do so again until the following dawn.

Very rare variant: Increase the **DC** to **16** and you have **advantage** on Intelligence checks made for the skill in which you gain proficiency while wearing this hat.



HEARTTHROB

Wondrous item, rare (requires attunement)

A Biomancers guide to dating: 1. Make yourself an of-faly good wand that can beat in time with your desired partner's heart. 2. Try some pick-up lines and see what gets their heart beating quickly. 3. Keep the gruesome heart-wand hidden or you'll scare them off. 4. Profit.

While holding this wand you can cast the *spare the dying* cantrip at will. To do so you must lay the wand on the target before performing a quick burst of CPR on the wand's heart.

Heartstrings. As a bonus action you can point the wand at a target you can see within **60 feet**. The target must succeed on a **DC 15 Wisdom saving throw** or become linked to heartthrob for the next **10 minutes**. A creature that succeeds on the saving throw or becomes unlinked from heartthrob can't be linked again for the next **24 hours**. Creatures without hearts automatically succeed on this saving throw.

For the duration the target is linked to the wand, you have **advantage** on **Wisdom (Insight)** checks against the linked creature, which has **disadvantage** or **Charisma (Deception)** checks against you. In addition, you can use the Skip a Beat and Infarction features, targeting the linked creature.

Skip a Beat. As a reaction when you see the linked creature makes an attack, you can squeeze the heart, imposing **disadvantage** on the attack. After the attack is concluded, the linked creature can repeat the Wisdom saving throw, unlinking itself on a success.

Infarction. As an action you can cease blood flow to the linked creature's heart. It must make a **DC 15 Constitution saving throw**, taking **6d8** necrotic damage on a failure, or half as much damage on a success. After you do so, the creature becomes unlinked from the heart and you can't use Infarction or Skip a Beat again until the following dawn.



MIMICLEAVER

Weapon (any), uncommon (requires attunement)

Mimicleavers are biomantically infused weapons that can be momentarily awakened to deliver a surprise bite to your foe. Sometimes their appetite gets the better of them and they can't be wrested from their quarry until they're satiated. Wielders of *mimicleavers* usually carry around spare weapons, just in case.

On a hit, this magic weapon deals an additional **1d4** acid damage to the target.

Surprise! When you miss with a weapon attack using a *mimicleaver*, you can use your reaction to make a melee attack roll (+5 to hit) as the mimic tries to bite at the target. On a hit, the target takes **1d4** piercing damage and **1d4** acid damage.

The *mimicleaver* likes to pass judgement on the quality of what it chews. After you use the Surprise! feature, roll a **d4**; the higher the number, the more the *mimicleaver* enjoyed the taste. On a **4**, the *mimicleaver* latches on and tries to chew the creature; make one attack roll (+5 to hit) at the start of each of your turns (no action required), dealing **1d4** piercing and **1d4** acid damage on a hit. A creature can remove the *mimicleaver* by using its action to make a successful **DC 13 Strength** check, or it naturally detaches after 1 minute. After the *mimicleaver* detaches, it is satiated and enters in a state of hibernation, you can no longer use Surprise! until the next dawn.

Rare variant: Increase the attack modifier to +7, all damage die to **d6s**, and the **Strength** check **DC** to **15**. The *mimicleaver* latches on on a result of **5** or higher.

Very rare variant: Increase the attack modifier to +8, all damage die to **d8s**, and the **Strength** check **DC** to **16**. The *mimicleaver* latches on on a result of **6** or higher.

GLOVES OF THE DRIDER MAN

Wondrous item, rare (requires attunement)

When Dr. Stein heard the tales of 'Driderman, Vigilante of The Low', a humanoid who gained spider-like powers after being bitten by an enchanted drider, he vowed to fabricate items able to recreate Driderman's acrobatic feats. Picosilk, from the miniscule picorachnid spiders, is woven into the world's thinnest, strongest, and most tactile cloth. These lightweight picosilk gloves, worth more than their weight in platinum, are enchanted to fire spiders' silk in a variety of formats; as lines, bolts, and whips.

These gloves have **20 charges**, and regain **1d10 + 10** charges daily at dawn. You can expend charges in the following ways.

Spiderclimb. As an action you can expend 1 charge to cast the spell *spiderclimb* on yourself with a duration of **1 minute** (no concentration required).

Spiderline. As a reaction when you fall, or as an action, you can expend 1 charge to produce a **50-foot** line of picosilk that can stick to any surface and lasts for **10 minutes**, after which it crumbles into dust. It can be used to arrest a fall, climb a wall without a check, or grab an object. Space permitting, if you use this while falling, you can make a **DC 15 Dexterity (Acrobatics)** check to swing back up. On a successful check you return to the same height from which you fell (or **50 feet**, whichever is less). On a failure, you merely stop your fall.

Web Bolt. As an attack when you take the Attack or Ready action, you can expend a charge to make a ranged weapon attack (range 30/120 ft.) against a target. On a hit, the target must succeed on a **DC 15 Strength saving throw**, becoming **restrained** on a failure, or having its speed halved until the end of its next turn on a success. As an action, a creature can make a **DC 15 Strength** check, freeing a creature restrained in this way on a success.



ELEMENTAL ELIXIRS

Potion, rare

Every biomancer knows that variety is the spice of life. If you want to succeed, you've got to splice reptiles with molluscs, fish with mammals, aberrations with oozes. The same goes for cantrips: You can't memorize them all, so why not inject yourself with some primordial chaos and enhance your elemental expertise.

When you use an elixir, the effects last for **one hour**. If the property calls for a spell attack/saving throw, use **+7/DC 15** respectively, or your spellcasting attack modifier/save DC, whichever is higher.

ACID AFFICIONADO

When shaken, this green liquid evolves into sickly yellow fumes. After inoculating yourself with this volatile mixture, you find that your thoughts and speech are more scathing, acidic, almost. You gain **resistance** to acid damage, can cast the *acid splash* cantrip at will, and when you enter a body of water, the area within **5 feet** of you becomes a weak acid dealing **1d4** acid damage to each creature other than you that starts its turn within that area.

FIRE FRIEND

When you inject yourself with this hot, glowing liquid, the extremes of heat seem a little more bearable. You gain **resistance** to fire damage, can cast the *fire bolt* cantrip at will, and any creature who is grappling you at the end of your turn takes **1d4** fire damage.

LIGHTNING LIAISON

When you inject yourself with this crackling, sparking liquid, you feel charged and your hairs stand on end. You gain **resistance** to lightning damage, can cast the *shocking grasp* and *spark* cantrips at will, and any creature that hits you with a melee attack using a metal object takes **1d4** lightning damage.

WATER WIELDER

This clear liquid sparkles with mischief and leaves you feeling calm and fluid after injecting yourself with it. You gain **resistance** to bludgeoning damage, can cast the *water whip* cantrip at will, and have **advantage** on checks made to resist or escape grapples.



OCTONOCULAR MASK

Wondrous item, rare (requires attunement)

This incredibly lightweight picosilk mask is so tactile and responsive that the wearer's expression is fully visible through the mask. The eight eyes have different functions; some provide increased peripheral vision, some are enchanted with divination magic to see a few picoseconds into the future, and some look into 'the dangerspectrum', a visual representation of incoming doom.

Drider Sense. You have an uncanny ability to sense when something is afoot, an insatiable itch that alerts you to impending danger. While wearing the *octonocular mask* you can't be surprised and creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

In addition, as a reaction to being the target of an attack or having to make a **Dexterity saving throw** to avoid damage, you can use your reaction to add your proficiency bonus to your AC or the result of the saving throw, respectively. You do not have to see the source of the attack or effect to do so. Once you use this feature, you can't do so again until you finish a short rest.

If you are **incapacitated** by something other than nonmagical sleep, then the Drider Sense property does not function.

SKITTERLEGS

Wondrous item, rare (requires attunement)

An alternative amongst assassins to the cyanide tooth, the skitterlegs are a means of escape and survival when things go south. Worn like a backpack, these brass-and-mithral legs deploy when you're knocked out or paralysed. A switch allows you to program the skitterlegs with one of two settings; 'defend', or 'eliminate'. In addition, you can provide the skitterlegs with a list of your other party members and an order of priority.

While you wear the skitterlegs, whenever you are **paralysed** or fall **unconscious** (except when you fall unconscious during a non-magical sleep) the skitterlegs deploy, lifting your motionless body from the ground. While deployed, you do not count as being prone. On each of your turns whilst you remain **unconscious** or **paralysed**, the skitterlegs behave according to their settings:

- **Defend.** The skitterlegs take the Dodge or Disengage action (player's choice) and move towards the member of your party who is highest on the priority list and who is still conscious.
- **Eliminate.** The skitterlegs move towards the nearest hostile creature and take the Multiattack action. They make two attacks with their Drider Legs. Melee weapon attack, +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

The legs have a walking speed of **30 feet**. Melee attacks against you whilst the legs are deployed are not automatically critical hits, even if you are paralysed or unconscious. If a **Dexterity (Acrobatics)**, **Strength (Athletics)** check, **Dexterity saving throw**, or **Strength saving throw** is required, treat the legs as having a modifier of +7.

If you regain consciousness or recover from paralysis, the legs set you back on your feet before retracting once more. The legs can function for one cumulative hour each day. If this time limit is reached, the legs collapse, dropping you prone.





FEY COURT



FLUTTERBY ROD

Rod, uncommon (requires attunement by a spellcaster)

Within the sparkling crystal ball atop this gnarled thornwood rod is a living diorama of fey life. Fairies flit from toadstool to petal, tentacled chipmunks pluck nuts from the ends of spindly branches, and shimmering butterflies sup at dew drops sheltered under multihued leaves. With a flourish, a wielder can send such a butterfly streaking towards a target.

This rod has **7 charges** and regains **1d6 + 1** expended charges daily at dawn. While holding the rod you can use it to cast the *light* cantrip on itself at will.

Flutterbolt. As an action, you can expend a charge to shoot a shimmering, green, butterfly-shaped flutterbolt at a target within **60 feet**. Make a ranged spell attack (+5 to hit). On a hit, the target takes **1d4 + 1** force damage and is outlined in sparkling green butterflies. The next attack roll made against this target before the end of your next turn has **advantage**, and the target can't benefit from being invisible until the end of your next turn.

Rare variant: Increase the to hit bonus to +7 and the number of charges to **9** (regaining **1d6 + 3** daily at dawn). When you use the Flutterbolt property you can spend up to **2 charges**, creating a separate flutterbolt for each charge expended. You can direct the flutterbolts at the same target or at different ones. Make a separate attack roll for each flutterbolt.

Very rare variant: Increase the to hit bonus to +8 and the number of charges to **12** (regaining **1d6 + 6** daily at dawn). When you use the Flutterbolt property you can spend up to **3 charges**, creating a separate flutterbolt for each charge expended. You can direct the flutterbolts at the same target or at different ones. Make a separate attack roll for each flutterbolt.

LILIPAD SUNHAT

Wondrous item, common (requires attunement)

The water in the top of this hat never sloshes and can't be poured out. It can, however, be scooped out in a drinking vessel. Once water is removed, the hat fills back up over the course of one minute.

While you wear the hat outdoors it can photosynthesize and feed you. The time it takes to gain a day's worth of nourishment depends on the brightness: 1 hour in bright, direct sunlight or 8 hours in overcast conditions.





RING OF BIRDSEYE MAPLE

Ring, uncommon (optional attunement)

Pale green, eye-like tourmalines have been encapsulated in maple roots sung by seelie fey into pleasing knots and braids.

This ring has **5 charges**, and regains **1d4 + 1** expended charges daily at dawn. While wearing the ring, whenever you touch a plant or surface made of wood, you can expend **1 charge** to cause an eye to grow anywhere along that plant/surface within **60 feet** of you. You can see out of the eye, which has darkvision out to 60 feet, for as long as you remain touching the plant/surface. While you look out of the eye, you are blinded with regards to your own senses.

The eye has a **Dexterity (Stealth)** modifier of **+8**. It has **AC 10** and **5 hit points**. Any damage dealt to the eye is transferred back to you as psychic damage.

Optional Attunement. While you are attuned to the ring, it gains the Eyesoar property.

Eyesoar. If you stop touching the wood in which you have grown an eye, the eye persists for one hour or until you create a new eye. So long as the eye is within **150 feet** of you, you can use an action to look through the eye. While looking through the eye you can, as an action, move the eye up to **30 feet** along the wood.

ROOTBOUND MULTIWEAPON

Weapon (any melee), common (requires attunement)

The fey planes are an innately magical domain; even the most stone-bound dwarf would admit that the shifting, writhing plants are truly alive. In the aftermath of a battle, once all the useful knick knacks have been salvaged, the plants move in to feast on the rich,

blood-soaked earth, sometimes waiting only a matter of days. The seeking roots can bind up broken weapons into clumps that, when properly harvested, can be sung into any formation.

Roll a **d3** to determine which rootbound weapon you find. The magic weapon can take any of the listed forms when using the Reroot property.

- **Simple one-handed:** dagger, handaxe, light hammer, mace, and spear.
- **Martial one-handed:** battleaxe, longsword, morningstar, rapier, scimitar, shortsword, war pick, and warhammer.
- **Martial two-handed:** glaive, greataxe, greatsword, halberd, maul, and pike.

Reroot. As a bonus action you can speak the weapon's command word, causing the weapon to shift into another of its available forms. Until the start of your next turn, the weapon acts as a club (or a greatclub, in the case of the two-handed version). At the start of your next turn, the weapon assumes the chosen form.

Uncommon variant: This magic weapon has a **+1 bonus** to attack and damage rolls.

Rare variant: This magic weapon has a **+2 bonus** to attack and damage rolls.

Very rare variant: This magic weapon has a **+3 bonus** to attack and damage rolls.

Legendary variant: The weapon has a **+3 bonus** to attack and damage rolls. Using Reroot no longer requires any action; it occurs almost instantaneously, no longer taking until the start of your next turn. It can be used between attacks or before using a reaction.

SCROLL OF FUNGI

Wondrous item, common

From morel to flycap, pixie's parasol to veiled lady, this magical vellum parchment sprouts an assortment of new mushrooms with each new dawn. It's true power, however, is in summoning *magic mushrooms*. To those without knowledge of the required languages, the letters shift and move, seemingly without meaning.

As an action, a creature that can read Druidic, Elvish, Sylvan, or Undercommon can speak the script of this scroll aloud and choose to summon one of the following mushrooms. The summoned mushroom withers and dies after **1 hour**. Each mushroom has an **AC of 7** and **2 hit points**. Once you read from the scroll, reading from it again has no effect until the following dawn.

- **Boomshroom.** As part of the action to summon this mushroom, or as an action on subsequent turns, you can throw this mushroom at a point within **30 feet**, where it roots itself. The first Small or larger creature that moves or takes an action within **10 feet** of the boomshroom causes it to activate. It releases a puff of powder that ignites; each creature within **10 feet** of the boomshroom must make a **DC 11 Dexterity saving throw** taking **2d6** fire damage on a failure or half as much damage on a success.
- **Bloomshroom.** This fungus perfumes the air with a sweet, calming, lavender-like scent. As part of the action to summon the mushroom, or as an action on subsequent turns, you can throw this mushroom at a point within **30 feet**, where it roots itself. The first creature to move while within **5 feet** of the mushroom on a round receives **3 hit points**. This effect can activate no more than once every 6 seconds, and recharges on initiative 0 of each round. After this mushroom has restored a total of **12 hit points**, it withers and dies.
- **Lumashroom.** This mushroom glows with an eerie green-hued light. Once summoned, it sheds dim light for **20 feet** for **1 hour**, after which it withers and dies. If eaten as a bonus action, it grants darkvision out to **30 feet** for **1 hour**. If you already have darkvision, it increases the range of your darkvision by **30 feet** for **1 hour**.

Uncommon variant: Increase the DCs to **13**, boomshroom's damage to **3d6**, bloomshroom's healing to **4** per round (maximum of **16**), and lumashroom's darkvision to **60 feet**.

Rare variant: Increase the DCs to **15**, boomshroom's damage to **4d8**, bloomshroom's healing to **5** per round (maximum of **25**), and lumashroom's darkvision to **90 feet**.

Very rare variant: Increase the DCs to **16**, boomshroom's damage to **5d10**, bloomshroom's healing to **7** per round (maximum of **35**), and lumashroom's darkvision to **120 feet**.





THORNBOW

Weapon (bow), rare (requires attunement)

Unseelie fey – those with a love for the cold and ugly facets of the world – cultivate the malevolent syklthorn, a green-brown creeper with bright red thorns. Syklthorn is a carnivorous plant that snatches creatures who venture too close before eviscerating them with its blade-like thorns. Weapons made from this plant are just as blood-thirsty.

This magic weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. As a bonus action, you can expend **1 charge** to cause a thorny arrow to grow from the bow, choosing whether it is a Bramblestrike or Splinterstrike arrow.

- **Bramblestrike.** On a hit, this magic arrow deals the weapon's normal damage and the target must succeed on a **DC 15 Strength saving throw** or become **restrained** by magical vines for up to **1 minute** as per the *ensnaring strike* spell (no concentration required).

- **Splinterstrike.** On a hit, this magic arrow deals the weapon's normal damage and then erupts in a storm of splinters and thorns. Each creature within **5 feet** of the target must succeed on a **DC 15 Dexterity saving throw** or take **1d10** piercing damage.

Overgrown. As an action, you can expend **3 charges** to cause three, thick-limbed, thorny arrows to grow from the bow and fire them at a point within 120 feet of you. Where the arrows land, a mass of syklthorn brambles grow creating an effect identical to the *wall of thorns* spell, dealing **4d6** damage instead of the spell's normal damage.

Uncommon variant: The weapon has **5 charges** and regains **1d4 + 1** charges. Remove the Overgrown property and decrease all **DCs** to **13**.

Very rare variant: You have a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **7 charges** and regains **1d4 + 3** charges. Overgrown deals the normal damage for *wall of thorns*. Increase all **DCs** to **16**.

WASPBERRY JAM

Wondrous item, common

This terracotta jar, 4 inches in diameter, contains **1d4 + 1** doses of a sweet, sticky, pink jam. The jar and its contents weigh $\frac{1}{2}$ pound.

As an action, you can spread a single dose of jam to cover a **5-foot-square** area. Immediately, Tiny, venomous waspberries teleport from the fey plane forming a **swarm of insects**. A creature that starts its turn in the swarm's area or enters the area for the first time on a turn must make a **DC 11 Dexterity saving throw**, taking **2d4** piercing and **2d4** poison damage on a failure or half as much damage on a success. If the swarm has half its hit points or fewer, the damage is reduced to **1d4** piercing and **1d4** poison.

It takes the swarm one hour to completely consume the jam, after which it returns to the fey plane. The swarm does not like smoke. If the area where the jam is applied is ever covered in heavily obscuring smoke, the swarm teleports back to the fey. If the smoke disappears, the swarm immediately returns to continue eating the jam.

XYXLBARK ARMOUR

Armor (breastplate, half plate, or plate), rare (optional attunement)

Armor made from the cured bark of the xyxl tree is stronger and lighter than steel and possesses the unique ability to nourish its wearer. The source of the xyxl tree's immense durability is the mithral particles it secretes in a rigid lattice throughout its wood. The art of curing the slow-growing xyxl bark is known to but a few denizens of the fey lands to which it is native.

If the armour normally imposes disadvantage on **Dexterity (Stealth)** checks or has a Strength requirement, the xyxlbark version of the armour doesn't.

Optional Attunement. If you attune to *xyxlbark armor*, it nourishes you, causing you to gain **2** temporary hit points at the start of each of your turns.

Very rare variant: You gain **+1** to AC while wearing this armour and the number of hit points and temporary hit points gained increases to **3**.

Legendary variant: You gain **+2 bonus** to AC while wearing this armour and the number of hit points and temporary hit points gained increases to **5**. In addition, you can speak and understand Sylvan and can cast the *druidcraft* at will.

RULES REMINDER - TEMPORARY HIT POINTS

Temporary hit points don't stack! If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 5 temporary hit points when you already have 2, you can have 5 or 2, not 7.



XYXLWOOD ARROW

Ammunition, varies

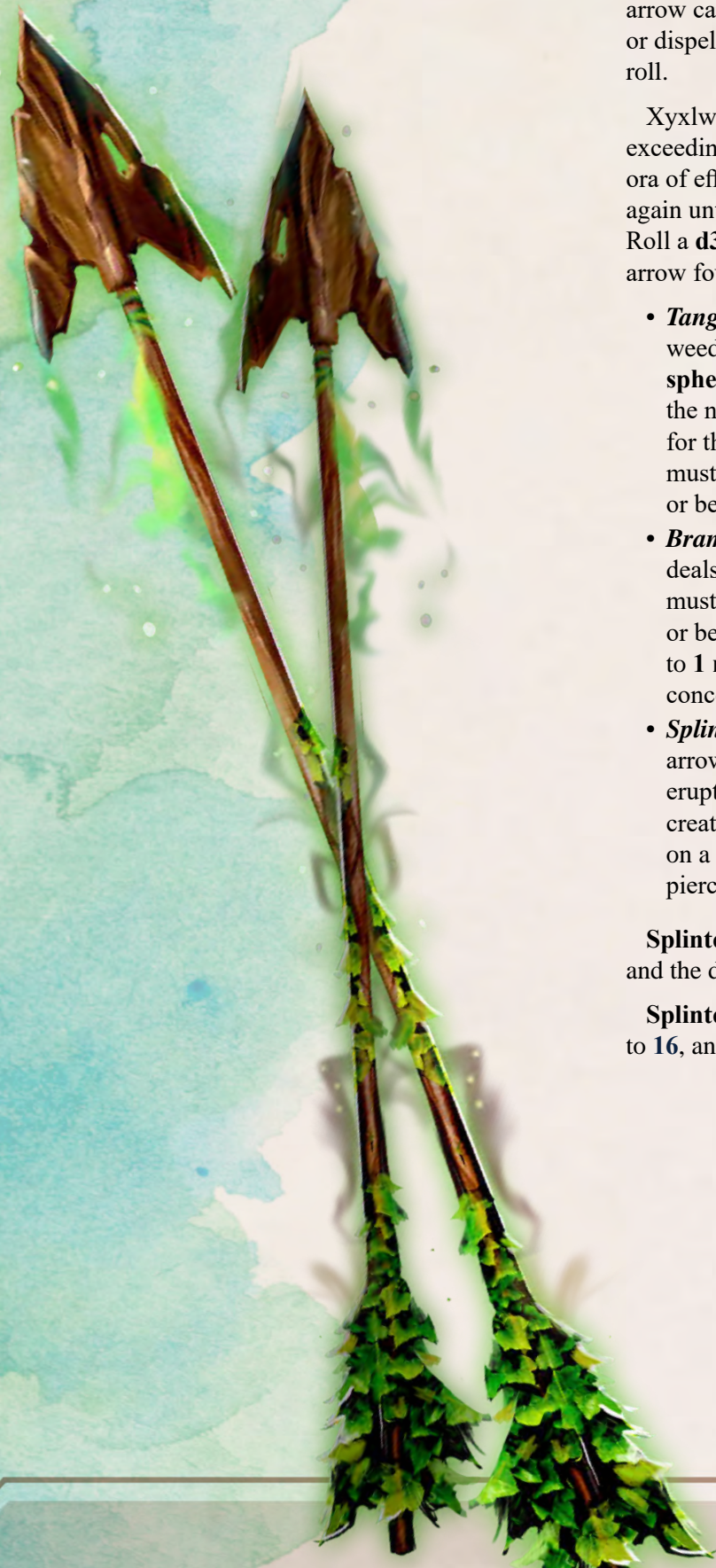
The incredible durability of xyxlwood means that a single arrow can see many battlefields and be wielded by multiple generations of a sylvan family. Such an arrow can be broken only if its magic is first nullified or dispelled, and the attacker rolls a **1** on its attack roll.

Xyxlwood arrows take nature-based enchantments exceedingly well and have been crafted with a plethora of effects. After an effect triggers, it can't trigger again until the arrow spends **8 hours** buried in soil. Roll a **d3** to determine the effect of each xyxlwood arrow found:

- **Tanglestrike (rare)**. Fired at the ground, grasping weeds and thorny vines sprout in a **10-foot-radius sphere** centred on where the arrow strikes. For the next **minute**, the area becomes difficult terrain for the duration and each creature within the area must succeed on a **DC 15 Strength saving throw** or be subjected to the effects of the *entangle* spell.
- **Bramblestrike (rare)**. On a hit, this magic arrow deals the weapon's normal damage and the target must succeed on a **DC 15 Strength saving throw** or become **restrained** by magical vines for up to **1 minute** as per the *ensnaring strike* spell (no concentration required).
- **Splinterstrike (uncommon)**. On a hit, this magic arrow deals the weapon's normal damage and then erupts in a storm of splinters and thorns. Each creature within **5 feet** of the target must succeed on a **DC 13 Dexterity saving throw** or take **1d10** piercing damage.

Splinterstrike rare variant: Increase the **DC** to **15**, and the damage to **2d10**.

Splinterstrike very rare variant: Increase the **DC** to **16**, and the damage to **3d10**.



XYXLWOOD SPORESHIV

Weapon (dagger, rapier, or spear); uncommon (requires attunement)

In the glimmering fey lands, xyxl trees have one nemesis: the witherblight fungus. The hyphae creep through the trees' vascular systems, before blooming in one fungal explosion that turns the entire plant into a glowing, orange fruiting body. Clever Sylvan craftspeople have developed a means of enchanting xyxlwood weapons to host this fungus and inject the necrotic spores under a pierced foes' flesh.

This weapon has **2 charges** and regains all expended charges after it spends 8 hours planted in earth.

Witherblight Spore. When you hit a creature with an attack using this dagger you can use a bonus action to speak its command word, expending a charge and ejecting a rapidly growing witherblight spore into the target. As a bonus action on subsequent turns, you can will the spore to grow, consuming the target from the inside out. The target takes **1d6** necrotic damage and deals only half damage with weapon attacks that use Strength until the end of its next turn.

A creature that hosts a spore can make a **DC 13 Constitution saving throw** at the end of each of its turns, ridding itself of the spore on a success. Creatures that don't have flesh or that are immune to necrotic damage are immune to this effect. If you use a bonus action to eject a second spore whilst another persists within a host, the first one dies and the target is no longer affected.

Rare variant: Increase the number of charges to **3**, the damage to **1d8**, and the **save DC** to **15**.

Very rare variant: Increase the number of charges to **5**, the damage to **2d6**, and the **save DC** to **16**.





EASTERN RELICS



BLO STAFF

Weapon (quarterstaff, blowgun), uncommon

Enchanted with conjuration magic, this hollow, weighted staff can conjure its own magical ammunition. With a twist of the steel mouthpiece, you can manipulate which poison the blo staff applies; bo tox, a muscular inhibitor, or amani tox, a deadly fungal extract.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn. This weapon auto-loads itself and so loses the blowgun's 'loading' property.

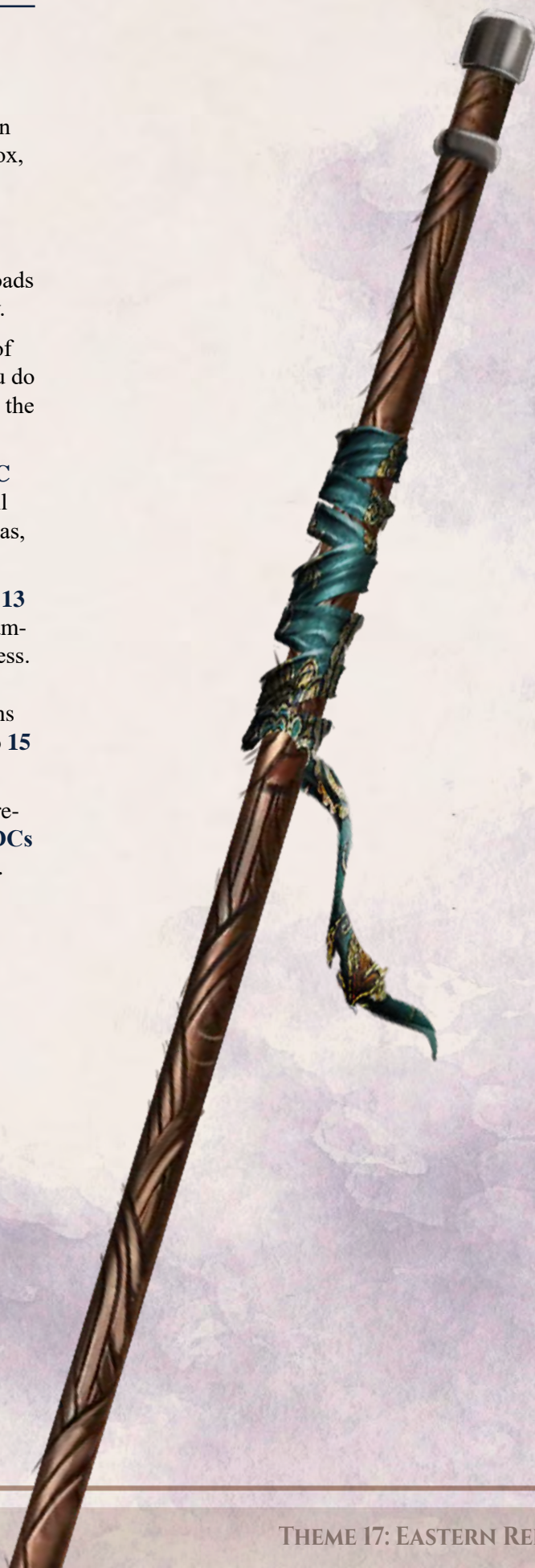
Blow Dart. You can expend a charge to use one of the blowgun's pre-loaded, magical darts. When you do so, choose one of the following poisons to apply to the dart:

Bo tox. On a hit, a creature must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of your next turn. While poisoned in this way, a creature is also **paralysed**.

Amani tox. On a hit, a creature must make a **DC 13 Constitution saving throw**. It takes **4d6** poison damage on a failure, or half as much damage on a success.

Rare variant: The staff has **6 charges** and regains **1d4 + 2** charges daily at dawn. Increase the **DCs** to **15** and the damage of Amanitox to **6d6** poison.

Very rare variant: The staff has **8 charges** and regains **1d6 + 2** charges daily at dawn. Increase the **DCs** to **16** and the damage of Amanitox to **8d6** poison.





BONZE'S BOKKEN, WIND RIPPER

Weapon (any sword), rare (requires attunement)

Hermits of the Springwood, the bonze have as much in common with a druid's love of nature as with the discipline and ritual of the monk. They do not deign to shed the blood of other creatures and thus imbue their training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This magic weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of a sword's normal slashing or piercing damage.

Gale. As an action you can cause a cube of air up to **15 feet** on a side to blow with a strong wind until the end of your next turn, dispersing any gasses.

Wind Rip. With a swish you can send a concussive wave of sound streaking towards a target. When you take the Attack action while holding this blade, you can make ranged spell attacks known as 'wind rips' with the bokken. Wind rips have a range of 30/60 ft., +7 to hit, and deal **1d10** thunder damage on a hit, and can be heard up to 100 feet away. On a critical hit, a creature is deafened until the end of its next turn. You can make as many wind rips as you have attacks.

Liftoff. As a bonus action you can expend **1 charge**, causing a sustained gust to lift you. Until the end of your current turn, you gain a fly speed of **40 feet**. If you are not in contact with the ground or otherwise held aloft at the end of your turn, you fall.

Uncommon variant: Decrease the to hit bonus of Wind Rip to +5 and the damage to **1d8**. Decrease the fly speed of Liftoff to **30 feet**.

Very rare variant: Increase the to hit bonus of Wind Rip to +8 and the damage to **1d12**. Increase the fly speed of Liftoff to **50 feet**.

Legendary variant: You can speak Auran fluently. Increase the to hit bonus of Wind Rip to +9 and the damage to **2d8**. When you use the Liftoff property, you gain a fly speed of **60 feet** for **1 minute**.

CONCUBINE'S WAR FAN

Wondrous item, uncommon (optional attunement)

Some assassins rely on stealth. Others, like the concubines of the Courteous Cabal, prefer to hide in plain sight, beguiling their quarry into a stupor before finishing them off with a quick slash.

Weapon. This magic fan can be used as a martial melee weapon. It has the finesse, light, and thrown (20/60 ft.) properties; and deals slashing damage equal to **1d6** plus your ability modifier on a hit. Ranged weapon attacks made with this fan ignore half cover.

Beguiling Dance. As an action while holding the fan you can begin a slow, hypnotic dance, causing the fan to glow with an ephemeral, beguiling light. Each humanoid of your choice within **15 feet** of you must succeed on a **Wisdom saving throw** contested by your **Charisma (Performance)** check or be **charmed** by you until you stop dancing. If you use your bonus action at the start of each turn to continue dancing, any charmed creatures remained charmed. The charm ends early if you're ever more than **15 feet** from your target or if you or your companions do anything harmful to it. When the effect ends, the creature knows it was charmed by you. Once you use this property, you can't do so again until the following dawn.

Optional Attunement. While attuned to this fan you are proficient with it and you have **advantage** on **Charisma (Performance)** checks you make while holding this fan.

GM TIP - EXHAUSTION.

To add a little realism and prevent a player dancing indefinitely, consider asking for a **Constitution** check for each **10 minutes** spent dancing. Start the **DC at 10** and increase it by **1** for each 10 minutes the creature has spent continuously dancing. On a failure, the dancing creature gains a level of exhaustion and the charmed creatures can repeat their **Wisdom saving throw**, contested by the dancer's **Charisma (Performance)**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. When you use Beguiling Dance, you can affect each creature (not just humanoids) of your choice within **20 feet** of you.





DEMONHUNTER KIMONO

Wondrous item, rare (requires attunement)

Years ago, during The Sundering, powerful artifacts were stolen from both devils and angels. Without them, these extra-planar creatures struggled to breach the material plane, protecting the mortals within from their unending conflict. The Oniryoshi clan guard the fiendish artifact and enchant their silken vestments to aid in this endeavour.

While wearing this kimono you can, as a bonus action, speak its command words – ‘repel’ or ‘hunt’ – to cause the ‘Aversion’ or ‘Pursuit’ properties to activate, respectively.

Aversion. The printed image on your kimono mobilises into an illustration of a fiendish soul burning into non-existence. Each creature in a **30-foot cone** must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of you for **1 minute**. A non-fiend creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A fiend has **disadvantage** on this saving throw. If a fiend fails this save, it is afflicted as if by the *fear* spell for the duration and can only repeat the saving throw if it doesn’t have line of sight to you.

Once you use this property, you can’t do so again until the following dawn.

Pursuit. When you activate this property as a bonus action, you can teleport up to **30 feet** appearing in a space adjacent to a creature that is frightened of you. After you do so roll a **d6**. On a 1 you can’t use this property again until the following dawn.

Very rare variant: You gain a **+1 bonus** to AC while you wear this kimono and no armour. Increase Aversion’s **save DC** to **16**, and Pursuit’s range and die to **45 feet** and a **d8**, respectively.

Legendary variant: You gain a **+2 bonus** to AC while you wear this kimono and no armour. While you wear this armour you have **resistance** to poison damage. Increase Aversion’s **save DC** to **17**, and Pursuit’s range and die to **60 feet** and a **d10**, respectively.

GLAIVE OF THE GREEN TYRANT

Weapon (glaive), rare (requires attunement)

Legend tells of a great warrior queen who, having bested a bronze dragon in a game of wits, sought the ability to wield the power of storms. With this power, she laid waste to entire armies, throwing them back into the ranks of their allies, or burning them with flashes of incandescent lightning. Some called her liberator, others: tyrant. Though defeated by the Hero in Red, some of her power yet remains in the Green Tyrant's ancient glaive.

Summon Storm. With a flourish of the glaive you can expend a bonus action to whip up a tornado - **5-foot-diameter, 30-foot-high cylinder** of rushing air and crackling lightning - centred on a point within **60 feet**. The tornado lasts for **1 minute**. Each creature that starts its turn in the tornado's space or enters the space for the first time on a turn must make a **DC 15 Strength saving throw**. On a failure, a creature is thrown **10 feet** in a random direction, landing prone, and takes **1d6** bludgeoning and **1d6** lightning damage. Roll a **d8** to determine the direction: 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; or 8 northwest.

As a bonus action on your turn while the tornado is conjured, you can move the tornado up to **20 feet**. Each creature whose space the tornado moves through must succeed on a **DC 15 Dexterity saving throw** or take **1d6** lightning damage. A creature can't take damage from this effect more than once per turn.

Once you use the Summon Storm property, you can't do so again until the following dawn.

Uncommon variant: Decrease the **DCs** to **13** and all damage dice to **1d4**.

Very rare variant: Increase the **DCs** to **16** and all damage dice to **1d8**.

Legendary variant: Increase the **DCs** to **17** and all damage dice to **2d6**.





GODSPEAKER KIMONO

Wondrous item, rare (requires attunement)

The counterpart to the Oniryoshi clan, the Kamisayaki clan, guard the angelic relic that inhibits celestials' passage into the material plane. The Kamisayaki see violence against celestials as a last resort and instead seek to deceive and manipulate them. Their clothing is made from silk of the ether moth, a creature that blinks into the material plane only to lay its eggs, and flits out of the material plane the moment it emerges from its cocoon.

While wearing this kimono you can, as a bonus action, speak its command words – 'pure' or 'shimmer' – to cause the 'Innocence' or 'Blink' properties to activate, respectively.

Innocence. Your aura becomes saturated with celestial energy, manifesting as an almost-visible golden nimbus. You have **advantage** on **Charisma (Deception)** checks for the next **10 minutes**. For the duration, your thoughts are unreadable through magical means and any feature that allows a creature to hear lies, such as a solar's Divine Awareness, does not function for words you speak. Once you use this feature, you can't do so again until the following dawn.

Blink. Your aura implodes, carrying you to the ethereal plane. At the start of your next turn, you return to an unoccupied space of your choice that you can see within **10 feet** of the space you vanished from. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than **60 feet** away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

After you activate this property, roll a **d6**. On a 1 or 2, you can't use it again until the following dawn.

Very rare variant: You gain a **+1 bonus** to AC while you wear this kimono and no armour. Increase the duration of Innocence to **1 hour**. Increase the d6 to a **d8**.

Legendary variant: You gain a **+2 bonus** to AC while you wear this kimono and no armour. While you wear this armour you have **resistance** to radiant damage. When you activate the Innocence property, it persists until you deactivate it as a bonus action. Increase the d6 to a **d10**.

JISHIN, EARTH RENDER

Weapon (any sword), rare (requires attunement)

The battle for Black Rock Fort was long and wearisome. The *jishin*-wielding fire mages, unable to kill the demons with their fire magic, blocked doorway after doorway, forcing the demonic hordes to dig through every inch. Hallways became hazardous obstacle courses, gardens were reduced to nothing more than flaming ashes. After weeks of struggle, the Oniryoshi clan arrived and the battle began in truth.

This magic weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Heat Holder. As an action you can expend **2 charges** to cast *heat metal* (**save DC 15**). When *heat metal* is cast on this weapon, the heat does not propagate past the guard. The wielder does not take damage from the spell as a cause of holding onto the weapon, nor have to let the weapon fall. In addition, the weapon deals an additional **1d8** fire damage on a hit.

Lavaburst. As an action, you can spend **2 charges** to cause a **10-foot-diameter circle** of rock or earth centered on a point you can see within **60 feet** to fracture and warp, spurting forth sprays of lava. The area permanently becomes difficult terrain and, for the next minute (as if you were concentrating on a spell), each creature that starts its turn in the area or enters the area for the first time on a turn takes **1d8** fire damage.

Tectonic Shift. As an action while standing on earth or rock, you can expend up to **3 charges** to cause a nonmagical shard of rock to burst up from the ground at a point you can see within **30 feet**. The shard is 10 feet high, 2 inches thick, and the length in feet is equal to five times the number of charges expended. The shard must be one contiguous piece. The shard has **AC 15, 60 hit points, vulnerability** to thunder damage, **resistance** to slashing damage, and **immunity** to poison and psychic damage. When it is reduced to 0 hit points, it is destroyed.

This shard can be used to create cover, block doorways, or annoy neighbours.

Uncommon variant: Decrease the number of charges to **3** and the recharge to **1d3**. Decrease the additional damage a *heat metal* enchanted *jinshin* blade deals and the damage of Lavaburst to **1d4** and the save **DC** to **13**.

Very rare variant: Increase the number of charges to **8** and the recharge to **1d6 + 2**. Increase the additional damage a *heat metal* enchanted *jinshin* blade deals and

the damage of Lavaburst to **2d6** and the save **DC** to **16**.

Legendary variant: You can speak Ignan and Ter-ran fluently. Increase the number of charges to **10** and the recharge to **1d6 + 4**. Increase the additional damage a *heat metal* enchanted *jinshin* blade deals and the damage of Lavaburst to **2d10** and the save **DC** to **17**.



KANABOOM STICK

Weapon (mace), uncommon

The fact demons are reborn after being killed on the material plane leaves them with a laissez-faire attitude towards self-preservation. Taking advantage of their innate resistance to the elements, they can often be found in possession of these crudely enchanted maces that leave a minor path of flaming destruction in their wake. The only limit to this weapon is how much punishment its wielder can suffer.

As a bonus action you can stick this magic weapon in any open flame or, as an action, you can light the mace as you would a torch. Either way, the metal glows with incandescent heat as lava-like veins lick up the weapon's length for the next **10 minutes**, shedding dim light for **15 feet**.

Bigger Booms. While lit, whenever you hit a target with an attack using this weapon you cause a fiery explosion. Each creature within **5 feet** of the target, including yourself, must succeed on a **DC 13 Dexterity saving throw** taking **1d6** fire damage on a failed save or half as much damage on a success. Flammable objects within this area are set alight if not being worn or carried.

Rare variant: Increase the **DC** to **15** and the additional damage to **2d4**.

Very rare variant: Increase the **DC** to **16** and the additional damage to **2d6**.



KITSUNE MASK

Wondrous item, rare (requires attunement)

Where demons arise, so follows the Courteous Cabal. Though the cabal maintains a neutral stance in most wars, they can often be observed combing battlefields, offering quick deaths to the wounded, and seeking out the abominations that might feast upon the corpses.

This mask has **6 charges**, which manifest as six, incorporeal, fox-like tails. It regains all expended charges daily at dawn. While wearing this mask you can use the Soul Spin, Spirit Ray, and Spirit Trance properties.

Soul Spin. As an action you can spend **3 charges**, conjuring a fierce vortex of ethereal fire, in a **10-foot-wide, 40-foot-high cylinder** on a point within **120 feet** of you for up to **1 minute**, as if concentrating on a spell. Until the effect ends, dim light fills the cylinder. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in raging purple flames and must make a **DC 15 Intelligence saving throw**. It takes **3d6** psychic damage on a failed save, or half as much damage on a successful one.

On each of your turns after you use this property, you can use an action to move the vortex up to **60 feet** in any direction.

Spirit Ray. As an action you can spend any number of charges to cause the same number of tails to whip into ghostly rays which you hurl at targets within **120 feet** of you. Make a ranged spell attack (+7 to hit) for each ray, dealing **2d6** psychic damage on a hit.

Spirit Trance. As an action you can point at a corpse and expend **1 charge**. A tail shoots towards the body, forming a ghostly re-enactment of the ten seconds before the corpse's death.

Uncommon variant: Reduce the number of charges (and tails) to **3**, the **DC** to **13**, the damage of Soul Spin to **2d6**, and the attack modifier of Spirit Ray to **+5**.

Very rare variant: Increase the number of charges (and tails) to **9**, the **DC** to **16**, the damage of Soul Spin to **4d6**, and the attack modifier of Spirit Ray to **+8**.



MASK OF THE TENGU

Wondrous item, uncommon (requires attunement).

“Lies should be avoided. However, if it cannot be helped, then they should be convincing and not lead to a web in which you trap yourself. This tool will teach you to lie once, and lie well.”

- Sensei Lialia on giving his student a mask of the tengu.

When you don this mask, it shifts to match your features, leaving your nose slightly longer than before. While you wear this mask, you can use the Duplicitous Duplication and Switcheroo properties.

Duplicitous Duplication. As a bonus action, you create a perfect illusory image of yourself that appears to step out of your own form into an unoccupied space adjacent to you. This duplicate lasts for **1 minute**, or until you make it disappear as a bonus action. On the turn that you activate this property and as a bonus action on each subsequent turn, the illusory duplicate can move up to your speed to a place you can see. Until a creature successfully interacts with the illusion, such as by hitting it with an attack (which passes

straight through it), trying to grapple it, or seeing a creature do either of the aforementioned, it can't determine which of you is the duplicate.

After you use this property, roll a **d4**. On a 1 - 3 you can't do so again until the following dawn.

Switcheroo. When you are the target of an attack by an attacker you can see, but before the attacker rolls its attack roll, you can use your reaction to try and switch places with a creature no more than 1 size larger than you that you can see. If the creature is unwilling, it must make a **DC 13 Charisma saving throw**. If the creature is willing or fails the saving throw, you switch places, and the creature becomes the new target of the attack. Once you use this property, roll a **d4**. On a 1 - 3 you can't do so again until the following dawn.

Rare variant: Increase the **d4s** to **d6s** and the **DC** to **15**. You can cast the *minor illusion* cantrip at will (Charisma is your spellcasting modifier).

Very rare variant: Increase the **d4s** to a **d8s** and the **DC** to **16**. You can cast the *minor illusion* and disguise self spells at will (Charisma is your spellcasting modifier).



ONI MASK

Wondrous item, uncommon (requires attunement)

Infiltrating a sect of demon-aligned, shapechanging ogre-mages is no easy feat. Tomoe Gozen, an agent of the Courteous Cabal, cites such a mask as instrumental in her defeat of the Oniso uprising. The tasks associated with the mask are almost always noble, such is the nature of its forebears.

While you wear this mask you have **advantage** on **Charisma (Intimidation)** checks and **disadvantage** on **Charisma (Persuasion)** checks. Provided you can hear one another, you can always understand a fiend or giant when it talks, and it can always understand you when you talk, regardless of the languages you share.

Demon's Growth. As an action, you can grow into the form of a Large, red-skinned, golden-clawed demon. You cast the spell *enlarge/reduce* on yourself, choosing the enlarge option and without requiring concentration. You gain claws, natural weapons that deal slashing damage equal to **1d8** plus your Strength modifier. Once you use this feature, you can't do so again until the following dawn.

Enhanced Attunement. As part of an hour-long ritual you can agree to complete a task set out by the last attuner of this mask. When you do so, the mask fuses onto your face, turning your skin red, your teeth gold, and giving your eyes an ethereal, sanguine glow. You can cast the spell *disguise self* at will, without requiring a spell slot. You can't unattune from the mask until you complete the task set out during the ritual. After you complete the task, if you choose to unattune from the mask, you must set a task for the next enhanced attuner to complete.



ONIKIRI, DEMON CUTTER

Weapon (any sword), rare (requires attunement)

Luckily, this time, the samurai were prepared. While the lesser samurai cut through the demonic underlings, radiant arcs of energy blossoming out from their onikiri to strike down the hordes of stinking dretches, their sensei locked eyes with the huge, bulbous demon. A circled cleared as both samurai and demonlings subconsciously made space for the impending duel. If the sensei could hold the demon's attention for long enough, the day would be theirs.

- Saga of the Battle for Black Rock

This magic weapon has **5 charges** and regains expended **1d4 + 1** charges daily at dawn. You can cast the *light* cantrip on the blade at will.

Radiant Wrath. As a bonus action while holding the blade, you can expend **1 charge** to imbue it with crackling radiant energy until the end of your next turn. While imbued, each time you hit a creature with an attack using this blade, it takes an additional **1d8** radiant damage. In addition each fiend within **10 feet** of your target must succeed on a **DC 15 Dexterity saving throw** or take **1d8** radiant damage as crackling, radiant energy arcs out towards it.

Demon Lure. As a bonus action while holding the blade, you can expend **1 charge** to draw the attention of one creature you can see within **30 feet** of you, forcing it to make a **DC 15 Wisdom saving throw**. A creature with the fiend type makes this saving throw with **disadvantage**. On a failure, the creature becomes fixated on you. For the next minute the creature's speed is reduced to 0 and it is **incapacitated**. This effect ends if you attack any other creature, if you cast a spell, if the target of this property is affected by a spell cast by a creature friendly to you, or creature or if a creature friendly to you damages the target of this effect.

Uncommon variant: Decrease the **DCs** to **13** and the damage of Radiant Wrath to **1d4**.

Very rare variant: Increase the **DCs** to **16** and the damage of Radiant Wrath to **1d12**.

Legendary variant: You can speak Celestial fluently and can expend a charge to cast the spell *protection from evil and good*, no concentration required, protecting the target from fiends only. Increase the **DCs** to **17** and the damage of Radiant Wrath to **2d8**.



SHISUI, WATER SLASHER

Weapon (any sword), rare (requires attunement)

Masters of movement and manipulators of momentum, the river ronin were protectors of the waterways. Legend says such samurai could control water with their ki, forming it into shields, whips and whirlpools. These blades, known as the shisui, gave the ronin the ability to conjure water to wield in even the driest deserts or most remote mountaintops.

This weapon has **5 charges** and regains expended **1d4 + 1** charges daily at dawn.

Aqua Conjunction. As an action you can expend **1 charge** to create water, as per the *create or destroy water* spell.

Torrent. When you take the Attack action, you can expend **1 charge** to fire a torrent of water from your blade. If you're able to make multiple attacks with the Attack action, this effect replaces one of them. You create a **2-foot-wide, 15-foot-long** line of high pressure water. Each creature in the area must succeed on a **DC 15 Strength saving throw** or either be pushed **5 feet** back or be knocked **prone** (your choice).

Jet. As an action, you can expend **2 charges** to propel yourself forward in a straight line up to **30 feet** long to an unoccupied space you can see. Each creature in a **10-foot-wide** line between your origin and your destination must make a **DC 15 Dexterity saving throw** as high powered jets of water slice into them. A creature takes **4d6** slashing damage on a failed saving throw, or half as much damage on a success.

Uncommon variant: Decrease the **DCs** to **13**. Decrease the distance of Jet to **20 feet** and the damage to **2d6**.

Very rare variant: Increase the **DCs** to **16**, the range of Torrent to a **20-foot-long** line, and the damage of Jet to **6d6**.

Legendary variant: You can speak Aquan fluently, can cast the spell *create or destroy water* at will without expending a charge, and can expend **1 charge** to cast the spell *control water* (save **DC 17**). Increase all **DCs** to **17**, the range of Torrent to a **30-foot-long** line, and the damage of Jet to **8d6**.



WYRM'S BREATH GRENADE

Wondrous item, varies

Within the beautifully sculpted exterior is housed a dragon's biomantically-sustained toxin gland, pungent incense, and crushed diamond. Available in a variety of hues, the metal from which this grenade-like contraption is fashioned always matches the dragon from which the organ was harvested.

As an action, you can throw this magical device onto a surface you can see within **60 feet**. Upon impact, the incense ignites, billowing out in a pungent, **15-foot-radius sphere**, carrying with it the dragon's magic. A creature that starts its turn in the area or enters the area for the first time on a turn must make the associated saving throw, suffering the associated effects on a failure. Creatures are affected even if they hold their breath or don't need to breathe.

The cloud lasts for **1 minute** if the air is calm. A moderate wind (at least 10 miles per hour) disperses the cloud after **4 rounds**. A strong wind (at least 20 miles per hour) disperses it after **1 round**.

Once a grenade has been used, it can't be used again until the following dawn, when it must be re-filled with 100 gp of good-quality incense as well as a specified value of diamond dust.

Brass, Sleep; Rare. A creature must succeed on a **DC 15 Constitution saving throw** or fall **unconscious** for the duration of the gas' presence. A creature with 100 or more hit points is immune to this effect. This effect ends for a creature if the creature takes damage or a creature uses an action to wake it. Diamond dust: 300 gp.

Bronze, Repulsion, Rare. A creature must succeed on a **DC 15 Strength saving throw** or be flung up to **60 feet** from the centre of the sphere, landing prone and taking **2d6** bludgeoning damage. If a creature collides with another creature, both creatures take an additional **2d6** bludgeoning damage. If a creature collides with a solid object, it takes **4d6** bludgeoning damage instead. Diamond dust: 400 gp.

Copper, Slow; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or suffer the following effects until the end of its next turn:

- it can't take reactions,
- its speed is halved,
- it can't make more than one attack on its turn,
- it can use either an action or a bonus action on its turn, but not both. If it has already used an action or bonus action after it fails this saving throw, it can't take a further action or bonus action that turn.

Diamond dust: 700 gp.

Gold, Weakening; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or have **disadvantage** on all ability checks, attack rolls, and saving throws and deal half damage with strength-based weapons until the end of its next turn. Diamond dust: 1200 gp.

Silver, Paralysing; Legendary. A creature must succeed on a **DC 17 Constitution saving throw** or be **paralysed** until the start of its next turn (when it must repeat the saving throw, ending the effect on a success). Diamond dust: 2400 gp.



XYXLWOOD BONSAI

Wondrous item, uncommon

This exceptionally fast-growing, animated Xyxlwood tree writhes its roots in delight whenever you sprinkle it with fresh water. Measuring 6 inches cubed, this magical plant needs almost constant care lest it become an unkempt shrubbery. Each day, the bonzai bonds with the creature that tends to it, also known as its gardener.

Goodboy Berry. So long as the following conditions are met, the bonzai produces **3d4 goodberries** at dawn each day:

- The bonzai is in bright light for at least **1 hour** in total, each day.
- The bonzai receives a quarter of a gallon of fresh water (sprinkled during each rest you take) or half a gallon during hot weather.
- You spend **10 minutes** pruning and watering the bonzai during each short rest that you take, as well as at the start and end of each long rest. When you prune the bonzai make a **DC 11 Dexterity (Nature)** check. On a failure, the number of *goodberries* produced is reduced by **1d4**.

The bonzai forms a bond with its gardener; if multiple creatures attempt to tend to it, the tree gets shy and produces no *goodberries* the following dawn. The *goodberries* produced by the bonzai remain for 24 hours. At the end of this time their magic dissipates and they fall off and rot.

Calming Practice. If the bonzai produces at least 1 goodberry at dawn, then its gardener is suffused with a sense of calm until the following dawn. While filled with this sense of calm, the gardener can, as an action, cast the *calm emotions* (**save DC 13**) spell centred on itself. After it does so, it can't do so again until the following dawn when it must fulfill the requirements of this property to regain the ability.





NINE
HELLS



SEVEN DEADLY SINS

Throughout this theme you will see items described as 'Avaricious', 'Envious', 'Gluttonous', 'Lustful', 'Slothful', 'Prideful', and 'Wrathful'. These seven deadly sins can be applied to any magic item! Simply take the Optional Attunement paragraphs and stick them somewhere else. If you don't like them, then take remove the Optional Attunement paragraphs from the item's description!

AVARICIOUS SHIELD OF RETALIATION

Armor (shield), uncommon (optional attunement)

Legend says that, when the war twixt fiends and celestials ravaged the material plane, a great devilish general had these shields forged for his captains. Through them he observed the battlefield, and with them he smote the angels that dared challenge his armies. Whether or not the fiendish general still watches through these shields, or even still lives, is a question yet to be answered.

As a reaction when you are hit by an attacker within 5 feet of you, you can pull a trigger on the shield's handle causing it to breathe a plume of flame at the attacking creature. The attacker must make a **DC 13 Dexterity saving throw** taking **2d6** fire damage on a failure, or half as much damage on a success. When you do so, roll a **d6**. On a 1 or 2, the shield runs out of fuel and this property can't be used until it has spent 8 hours burning and chewing its way through 1 gp of coal or other fuel.

Optional Attunement. In return for accepting a minor task from a devil, such as stealing a small item, lying to your party about how much treasure you found, or acquiring a certain lost (and potentially cursed) treasure, you can attune to this item which gains the Greed property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one's soul.

Greed. While attuned to the item, you can cast the *locate object* spell a number of times equal to your Charisma modifier (minimum 1), regaining all expended uses when you finish a long rest. When you cast the spell using this property, you can target only the nearest precious metals or gems not currently worn or carried by a creature. If there is no such treasure within range of the spell, you become demotivated, make all **Charisma and Wisdom** checks with **disadvantage** for the next hour, and you can't use this property again until the following dawn.

Rare variant: Increase the **DC** to **15**, the damage to **3d8**, and the **d6** to a **d8**. You can cast the *locate object* spell at will, targeting only the nearest precious metals or gems not currently worn or carried by a creature. The devil asks for a medium task such as purloining a family's sacred heirloom or tricking an honest salesman into buying a cursed item.

Very rare variant: Increase the **DC** to **16**, the damage to **4d10**, and the **d6** to a **d10**. The *locate object* spell is no longer limited in what it can target and you can cast it at will. The devil asks for a major task such as stealing a piece of royal jewellery or committing arson to benefit from insurance fraud.



BLOODSHOT

Weapon (any firearm), uncommon

With a trickle of one's lifeblood the pupils on this abyssal weapon dilate and the eyes appear wild and bloodshot. Due to its method of charging, this magical martial ranged weapon does not have the loading property like other firearms.

Feed the Beast. Over the course of a short rest, any creature can recharge *bloodshot* by dripping their own blood down its barrel and spending hit dice. For each hit die spent in this way, the character rolls the die and the weapon gains a number of charges equal to the total of the rolled hit dice. The weapon can absorb no more than **3** hit dice of blood per short rest and can't hold more than **16 charges** at once.

Alternatively, over the course of a minute, you can extract blood from the corpse of a creature killed less than 10 minutes ago. When you do so, the weapon gains a number of charges equal to the total of one roll of the dead creature's hit die. The weapon can be charged using a corpse no more than once each 10 minutes.

Shot Selection. When you take the Attack action, you can spend charges in the following ways to make ranged weapon attacks using this weapon:

- **Bloodshard (1 Charge).** On a hit, the weapon deals its normal piercing damage.
- **Septic Shock (2 Charges).** On a hit, the weapon deals its normal piercing damage and the target must succeed on a **DC 13 Constitution saving** throw or become **poisoned** until the end of your next turn as its blood becomes corrupted.

Rare variant: You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DC** to **15**.

Very rare variant: You have a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **DC** to **16**.



BLOOD DRINKER

Weapon (glaive or halberd), very rare (requires attunement)

The blade of this magic weapon is fashioned from the beak of a pitcrow, a nomad of the lower planes that feasts on the flesh and blood of fallen and wounded fiends. This polearm is able to pierce the flesh of wounded foes and absorb their blood, transferring the life force to its wielder.

Siphon. When you hit a creature that has blood with a melee attack using this weapon and reduce the creature to half its maximum hit points or fewer, you can use a bonus action to cause the weapon to latch onto the creature and begin siphoning its blood. The creature is **grappled** (escape **DC 16**). While it is grappled, the creature takes **4d6** necrotic damage at the start of each of its turns and you can't use Blood Drinker to attack another target. You must hold onto Blood Drinker with at least one hand to maintain the grapple; if you let go of Blood Drinker with both hands, the grapple ends. When you deal necrotic damage in this way, you are healed for half the amount of necrotic damage dealt. Once you activate this property, you can't do so again until the following dawn.

SoarBones. You can use this weapon to cast the *phantom steed* spell. The weapon grows skeletal wings and feet, turning into a vicious looking crow named SoarBones. In addition to the steed's normal statistics, it has a fly speed equal to its walking speed. Once you have used this property, you can't do so again until the following dawn.

Uncommon variant: Reduce the **DC** to **13** and the damage to **2d4**. Remove the SoarBones property.

Rare variant: Reduce the **DC** to **15** and the damage to **3d6**. Remove the SoarBones property.

Legendary variant: Increase the **DC** to **17** and the damage to **4d8**. SoarBones can be used at will. While you hold this weapon you have **resistance** to necrotic damage.

OPTIONAL RULE: GRAPPLE BREAKING

In the standard 5e rule, you must use a full action to attempt to break **all** the grapples your character is currently experiencing. Using this optional rule, when a creature takes the Attack action, it can replace any number of attacks granted to it by the attack action with an attempt to break a single grapple it is experiencing. For example, a creature with the Extra Attack feature can try to break two separate grapples, or can try to break one grapple twice, when it takes the Attack action.



DEMONIC SIEGE BOW

Weapon (any bow), uncommon (requires attunement)

What this weapon lacks in maneuverability it makes up for in power. Wrought from the horns, bones, and sinew of demons this magic weapon holds malice in every fibre. With its very own bracing mechanism, a user can free up a hand to fire using both strings at once.

A **Strength** score of **13** or higher is required to use this weapon. The damage die of this weapon is increased by 1 (i.e. a longbow becomes a **d10**, a shortbow a **d8**).

Siege Brace. As an action, you speak the bow's command word causing a skeletal, demonic hand to burst from the ground and hold the bow steady until you use an action to dismiss it. The bow can't be moved while grasped by the skeletal hand; a successful **DC 13 Strength** check is required to wrest it from this grasp. While in this 'siege mode', each time you make a ranged weapon attack using this bow you can make one additional attack against the same target (no action required). When you do so, both attacks are made with **disadvantage**.



EMBERINK STATIONERY

Wondrous item, rare

Filtered from fiendish blood, this fiery orange ink melts most mundane quills that dare to dip into its contents. Only its compatriot, the enchanted pitbat quill can contain the lava-like liquid. Emberink stationery is often used as a training tool for new devils, promoting teamwork and the virtues of adhering to a contract.

Charges & Charging. Emberink stationery contains **2d4 + 2 charges** when found and is recharged when the ink pot is used to capture fiend's blood. As fiends' bodies disappear from the material plane on death, fiendish blood must be extracted while the fiend is still alive. This can be achieved if the fiend is willing, or as an action against a restrained fiend that has half its hit points or fewer. The stationery can be recharged once per fiend and regains a number of charges equal to the number of hit dice the fiend has. It can hold **10** charges maximum.

Contractual Obligation. As an action you can use the stationery to write on the skin of a willing humanoid, expending **1 charge**. The ink burns into the flesh of your target raking a cauterised scar, while an identical burn appears in a similar place on your own body. Both you and the creature take **1** fire damage. Choose one of the following glyphs; for the next hour you are both subjected to the associated magical effects.

- **Ward.** While you and the creature are within **30 feet** of one another, you both have a **+1 bonus** to your AC. While you are more than **30 feet** from one another, you both suffer a **-1 penalty** to AC.
- **Warp.** While you and the creature are within **30 feet** of one another, each affected creature can choose whether it is enlarged or reduced, as per the *enlarge/reduce* spell. An affected creature can change one size increment as an action, to a minimum of one size smaller or larger than its normal size. While you are more than **30 feet** from one another, you return to your normal size.
- **Wrath.** While you and the creature are within **30 feet** of one another, you both have a **+2 bonus** to attack and damage rolls. While you are more than **30 feet** from one another, you both suffer a **-2 penalty** to attack and damage rolls.

Once the stationery has been used to sign a glyph, the ink turns dark and it can't be used again until the current contract is complete (i.e. the hour has elapsed).





ENVIOUS MIRROR OF REFLECTION

Wondrous item, uncommon (optional attunement)

Nothing so delicate as glass or so pure as silver survives long on the lower planes. That in itself makes this magic item a rarity. Held by a handle of claw-like fingers; this magic mirror grants its user the ability to see who is truly the fairest of them all.

This magic mirror has **1 charge** and regains all expended charges daily at dawn.

Real Reflections. As an action while holding the mirror, you can speak its command word to expend **1 charge** and cause its reflective surface to disappear for the next minute. For the duration, a creature that looks through the mirror while holding it has truesight out to **30 feet**.

Optional Attunement. In return for accepting a minor task from a fiend, such as copying a friend's dress sense or mimicking someone's accent for a day, you can attune to this item which gains the Envy property while you remain attuned. While a creature is attuned to the mirror, the item gains 1 additional charge which is also regained daily at dawn. You can expend any charges from the item to use either the Real Reflections or Envy properties.

Failure to complete the fiend's assigned task within the allotted time results in forfeiture of one's soul.

Envy. While you hold the mirror, when a creature within 30 feet of you that you can see makes an attack roll, saving throw, or ability check, you can expend **1 charge** as a reaction to capture the creature's reflection in the mirror and store the result of that creature's roll of the **d20**. You commit to using this reaction after the die is rolled. Once within the next minute, you can replace any attack roll, saving throw, or ability check you make with this stored die roll (no action required). The mirror can store one roll at once. After 1 minute, or if a new roll is stored, the old roll disappears. Until the end of your next turn, if the creature you mirrored takes damage, you take half as much damage as psychic damage.

Rare variant: Increase the base number of charges to **3** (for a total of **4** upon attunement) and the range of truesight and Envy to **60 feet**.

Very rare variant: Increase the base number of charges to **5** (for a total of **6** upon attunement), the range of truesight and Envy to **120 feet**.

GLUTTONOUS DEMONBANE ARMOUR

Armour (breastplate, half plate, or full plate), rare (optional attunement)

Hewn from a deformed demon's skull, this armour allows its bearer to rival the resistances of fiends from the lower planes. Energy is drawn in through the mouth and channeled to the eyes, where it is stored until unleashed in an elemental rebuke.

This armour has **3 charges** and regains all expended charges daily at dawn.

Consume Energy. When you take fire, cold, lightning, or poison damage you can use a reaction to speak the armour's command word and expend **1 charge**. The mouth opens, consuming some of the incoming energy. You gain resistance to the triggering damage and one of the armour's eyes lights up with the stored energy. The armour has two eyes, each of which can store energy.

Unleash Energy. When you hit a creature with a melee weapon attack, you can utter the armour's second command word as a bonus action, unleashing the energy stored in all of the armour's eyes. For each eye that was storing energy, the creature takes **1d8** damage of the stored type. After you use Unleash Energy, the stored energy disappears.

Optional Attunement. In return for accepting a medium task from a fiend, such as stealing a party member's rations or taking candy from a baby, this item you can attune to this item which gains the Gluttony property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one's soul.

Gluttony. While attuned to the item, whenever you roll hit dice to recover hit points on a short rest, you recover **2** additional hit points per die rolled, up to a maximum of **10** additional hit points between long rests. You require twice as much food to sustain you each day.

Uncommon variant: Reduce the number of eyes to **1** and the number of charges to **2**. Decrease the damage of Unleash Energy to **1d6** per eye. Reduce the number of additional hit points recovered to **1** per die rolled, up to a maximum of **5** additional hit points between long rests. The fiend asks for a minor task such as eating a friend's food before they're finished, not sharing your birthday cake, or demanding that a

restaurant increase its portion size.

Very rare variant: Increase the number of eyes to **3** and the number of charges to **5**. Increase the damage of Unleash Energy to **1d10** per eye. Increase the number of additional hit points recovered to **3** per die rolled, up to a maximum of **15** additional hit points between long rests. The fiend asks for a major task such as cannibalising a humanoid or stealing food from the hungry.



HEART OF STONE

Wondrous item, spellcasting focus, rare (requires attunement)

When a fiend dies whilst in close proximity to this fist-sized lump of obsidian, its soul is incarcerated within its inky confines. A creature that attunes to this petrified archdevil's heart learns the name of any soul imprisoned within it and can drain their life force to create powerful magic. However, with each interaction, there is always a chance that the fiend can break free of this crystalline jail.

Soultrap. When a fiend of **CR 12** or lower dies within **10 feet** of the heart and the heart doesn't already have a soul trapped within it, the fiend's soul becomes trapped within the heart. The heart gains a number of charges equal to the number of hit dice the fiend possesses. If all these charges are used, the soul is shredded and the fiend is destroyed.

Whenever you hold the stone, you can communicate with the imprisoned soul, if it is willing. You can release an imprisoned soul back to the lower planes as an action.

Soulshred. While you hold the heart, you can expend charges from it to cast the following spells, requiring no material components. If a saving throw is required, the **DC** is **15**.

- *bane* (1 charge)
- *calm emotions* (2 charges)
- *enrage* (2 charges)
- *bestow curse* (3 charges)
- *remove curse* (3 charges)

After you cast a spell using Soulshred, you must make a Charisma check contested by the imprisoned fiend's Charisma check. On a failure, the fiend's soul escapes and is released back to the lower planes and the heart loses all its remaining charges. If a soul escapes while its wielder is on the lower planes, the fiend can immediately materialise.

Uncommon variant: Reduce the fiend's maximum **CR** to **6**, and Soulshred's **DC** to **13**. Remove *bestow curse* and *remove curse* from the list of castable spells.

Very rare variant: Increase the fiend's maximum **CR** to **18**, and Soulshred's **DC** to **16**. Add *stoneskin* (4 charges); when cast using this item the target's skin resembles the obsidian of the heart.



LUSTFUL BLOOD DAGGER

Weapon (dagger), uncommon

When mined, blood crystal appears as a pale, almost colourless pink. However, after touching blood, its colour shifts to a red deeper than most rubies. For this reason it's favoured among vampires as a reminder of when to feed.

When you damage a creature that has blood with this magic weapon, or it touches blood spilled less than 24 hours ago, the light pink crystals turn a deep sanguine red as the weapon becomes bonded to the creature, which becomes its quarry. For the next 24 hours you can, as an action, toss the dagger in the air and speak its command word. For 6 seconds after you speak the word it hovers in the air, pointing in the direction of your quarry. If your quarry is on a different plane or is warded against divination magic, the dagger spins wistfully in the air.

Once the dagger absorbs blood, it can't absorb another creature's blood until the 24 hours have passed and it returns to normal.

Optional Attunement. In return for accepting a minor task from a devil, such as delivering a message, flirting with a nobleperson, or gifting someone a certain bottle of cursed perfume, you can attune to this item which gains the Lust property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one's soul.

Lust. While attuned to the item, you can cast the *charm person* spell at will (**save DC 13**). If your target succeeds on the saving throw, you feel the sting of rejection; you are afflicted by the *bane* spell for the next **hour** and you can't cast *charm person* using the dagger until the following dawn.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **save DC** of Lust to **15**. The devil asks for a medium task such as buying or concocting a love potion for someone or courting a nobleperson to gain their favour.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **save DC** of Lust to **16**. While attuned to the dagger you are proficient in the Persuasion skill. If you already have proficiency, your proficiency bonus is doubled for any ability check you make that uses Persuasion. The devil asks for a major task such as seducing someone or causing someone to break a vow.



PITBONE ARROW

Ammunition, uncommon

These crude arrows thrum with energy, ready to shatter upon impact. The flights—pitcrow feathers—are enchanted to flare when a target is missed, turning the arrow into the ground where it can erupt in a cloud of bone fragments. Hit or miss, these single-use arrows are a nuisance on the battlefield.

Hit. When you hit with this arrow, the target must succeed **DC 13 Constitution saving throw** or have the shattered bone fragments lodged in obtrusive places within its body. On a failure, a creature takes **1** piercing damage when it moves for the first time on a turn and whenever it takes the Attack action. On a success, a creature is unaffected. As an action, an affected creature can make a **DC 13 Wisdom (Medicine)**, ending the effect on a success.

Miss. When you miss with a ranged attack using this weapon, the arrow changes direction to hit a surface near to the target, where it explodes into sharp fragments. Each creature within the target's space (i.e. within 2 feet of it) must make a **DC 13 Dexterity saving throw** or take **1d4** piercing damage.

Rare variant: Increase the damage of Hit to **2**, and the damage of miss to **1d8**. Increase the **DCs** to **15**.

Very rare variant: Increase the damage of Hit to **4**, and the damage of miss to **2d6**. Increase the **DCs** to **16**.



PRIDEFUL PLUCKPATCH

Wondrous item, rare (requires attunement, enhanceable)

This plain, worn, leather eyepatch is an unassuming addition to any treasure hoard. However, upon attunement, three eyes are plucked from ‘donor’ fiends in the hells in order to slowly orbit around your head. Whether fiends are willing donors or are victims of a crafty wizard’s devilish machinations is an unanswered moral dilemma.

This eyepatch has **3 charges**, represented by the three floating eyeballs, and regains **1d3** expended charges daily at dawn.

Peekaboo. As an action you can expend **1 charge** to telepathically link yourself to one eyeball for the next 10 minutes. While linked, you see through the eyeball, which has darkvision out to **120 feet** and are blind with regards to your own senses. As a bonus action while linked to the eyeball you can move the eyeball up to its speed. The eyeball has 2 hit points, an AC of 15, a flying speed of 30 feet (hover), and a Dexterity (Stealth) modifier of +7.

If the eyeball is reduced to 0 hit points or you sever the connection as an action, the eyeball disappears, returning to its fiendish donor.

Enhanced Attunement. In return for accepting a medium task from a fiend, such as refusing to ask for help or healing for **3 days**, refusing the next gift or donation offered to you, or insisting on fighting a creature of **CR 4** or higher alone, you can enhance your attunement to this item which gains the **Pride** property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one’s soul.

Pride. While attuned to the enhanced item you can, as a bonus action, cast *bless* on yourself (no concentration required). While you are blessed in this way, you become hard-headed; you can’t benefit from the Help action and spells cast on you are always against your will (whenever the spell asks for a willing creature). After you activate this property, you can’t do so again until the following dawn.

Uncommon variant: Reduce the number of charges (and eyes) to **2** and the regained charges to **1d2**, and the eyeball’s Stealth modifier to +5. When you cast *bless* on yourself using the **Pride** property, you gain a **+1 bonus**, instead of the spell’s usual **+1d4** bonus. The fiend asks for a minor task such as refusing to ask for help or healing for a day, or exaggerating about your past exploits and skills to the party’s detriment.

Very rare variant: Increase the number of charges (and eyes) to **5**, regained charges to **1d4 + 1** and the eyeball’s Stealth modifier to +10. When you cast *bless* on yourself using the **Pride** property, you roll **2d4** and choose the highest result, instead of the spell’s usual **1d4**. The fiend asks for a major task such as refusing to ask for help or healing for 10 days or insisting on fighting a creature of **CR 9** or higher alone.



SLOTHFUL ABYSSAL BONEBLADE

Weapon (any melee), uncommon

Fashioned of bone, stone, and demon's eyes, abyssal weapons are gestated by unholy bonesmiths within the chaotic depths of the abyss. Fortified by magic to prevent the brittle materials shattering, such weapons are carved with the name of the demon whose eyes were 'donated' in its conception.

The power of such a weapon is linked to the number of eyes used to craft it; each open eye represents one unused charge. This magic weapon has **3 charges**, and regains all expended charges daily at dawn.

Bonerip. As a bonus action when you hit a target you can see with this magic weapon, you can call the name of the demon to whom the eyes belonged and expend **1 charge**. The weapon mobilises, boney teeth and necrotic energy ripping through the target's defences. The target gains a permanent **-1** to its AC. Its AC can't be reduced to less than 10 plus its Dexterity modifier. The target can repair its armour with enough rest (for natural armour) or at an appropriate armour-smith's (for worn armour) at the GM's discretion.

Optional Attunement. In return for accepting a minor task from a fiend, such as refusing to take a watch when it's your turn, leaving dirty dishes in the sink, or not bathing for 3 weeks before an important meeting, you can attune to this item which gains the Sloth property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one's soul.

Sloth. While attuned to the item, you can cast the *slow* spell (**save DC 13**) targeting a single creature within range. For the spell's duration, your movement speed is halved and you can't take reactions. After you have cast the spell using this property, you can't do so again until the following dawn.

Rare variant: You gain a **+1 bonus** to attack and damage rolls you make with this magic weapon. The **DC** of Sloth increases to **15** and you can use the property twice each day. The devil asks for a medium task such as refusing to help anyone with any check or to not take the Help action for a week.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls you make with this magic weapon. The **DC** of Sloth increases to **16** and you can use the property thrice each day. The devil asks for a major task such as purposefully falling asleep while on watch or refusing to help anyone with any check or to take the Help action, for a month.





SOULKEEPER PENDANT

Wondrous item, rare (optional attunement)

A tool of devilish origin, these mundane-looking miniature animal skulls are designed to increase the throughput of souls to the hells. When a humanoid dies within **5 feet** of the pendant and the pendant doesn't already have a soul trapped in it, its soul becomes trapped in a flame-filled hell-like demiplane causing the pendant's eyes to glow fiery red. Casting *remove curse* or similar magic on the skull releases a soul from its captivity.

Souls are stored indefinitely; a creature holding such a pendant that contains a trapped soul can use a spell like *revivify* to restore the soul to its body even after the corpse has been dead for more than the spell's specified time limit (e.g. 1 minute in the case of *revivify*). A creature who is resurrected after its soul has been stored within the pendant must make a **Wisdom saving throw** or develop one long term madness effect. The **DC** for the saving throw equals **10** plus the number of days the soul was trapped in the pendant.

Optional Attunement: Sellsoul. Upon attuning to this pendant, a devil, Eebezalub, appears to you with an offer. She will trick souls you capture into following her to hell in exchange for granting you minor favours. When you capture a soul you can, as an action, call Eebezalub's name and permit her entry to the pendant. Roll a **d6**. On a **1**, the soul refuses Eeb's offer and drifts away, causing the animal's eyes to slowly dim. On a **2-6**, the soul accepts her offer and the skull flashes brightly before petering out. Eebezalub reappears **1d20** minutes later offering to perform one of the following tasks:

- She can deliver and return one message as per the *sending* spell, though she can't enter the positive planes or heavens to deliver a message.
- She can answer three questions as per the *commune* spell.
- She can divulge information on a topic as per the *legend lore* spell.

WINGS OF THE HELLSPAWN

Wondrous item, uncommon (requires attunement)

The membranes of these wings are almost transparent in bright daylight, the bones appearing like a fleshless claw. Come night or thick shadow, the membranes coalesce into blood-red curtains of opaque, ragged flesh. As you attune to this item, bands of sinew wrap around your form, binding you to these grotesque bone-and-membrane wings.

Fiendish Flight. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Devil's Cocoon. As an action, you can cause these wings to wrap around you forming a fleshy carapace. You gain **1d4 + 4** temporary hit points that last for an hour. If you use the Fiendish Flight property, you lose any temporary hit points you have from this feature. Once you use this feature, you can't do so again until the following dawn.

Rare variant: Increase the number of temporary hit points gained from Devil's Cocoon to **3d4 + 4**. While you wear these wings, the Fiendish Flight property is enhanced with the following: "When you jump, you can choose to propel yourself with your wings (no action required); you no longer require a running start to jump your maximum distance and your jump distance is doubled".

Very rare variant: Increase the number of temporary hit points gained from Devil's Cocoon to **5d4 + 4**. The Fiendish Flight property changes to: "You gain a fly speed equal to your walking speed. In addition, when you jump, you can choose to propel yourself with your wings (no action required); you don't require a running start to jump your maximum distance and your jump distance is doubled."



WRATHFUL HELLSCAPE GREATAXE

Weapon (any *melee*), *uncommon*

When metal is in short supply, devils and demons alike turn to other plentiful resources of the lower planes; bones and molten rocks. The skull of a hellscape weapon is often the focus of any enchantment, producing flame from its eyes and laughter from its mouth.

While you hold this magic weapon you can cast the *produce flame* cantrip at will (+5 to hit).

Posthumous Mirth. As an action, you can shake the weapon causing the skull's jaw to rattle up and down. A malevolent cackling sound fills the air as you cast the *hideous laughter* spell (**save DC 13**). Once you use this feature, you can't do so again until the following dawn.

Optional Attunement. In return for accepting a minor task from a devil, such as delivering a message, intimidating someone, or starting a bar fight, you can attune to this item which gains the Wrath property while you remain attuned.

Failure to complete the assigned task within the allotted time results in forfeiture of one's soul.

Wrath. While attuned to the item you can, as a bonus action, enter a fiendish rage for the next minute. On the turn you activate this property and as a bonus action on subsequent turns for the duration, you gain additional movement equal to half your speed. For the duration, if you move **15 feet** straight towards a creature and then hit it with a *melee* attack, it must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

While this property is active, you lose all sense of self-preservation and are filled with bloodlust; the only actions you can take on your turn are the *Attack* and *Dash* (you must move towards a hostile creature) actions, or an action to break a grapple or restraining effect. Once you use this property, you can't do so again until the following dawn.

Rare variant: Increase the attack bonus of *produce flame* to +7 and all **save DCs** to 15. The devil asks for a medium task, such as assaulting someone, or blackmailing them.

Very rare variant: Increase the attack bonus of *produce flame* to +8 and the **save DCs** to 16. When you activate the Wrath property or use the bonus action granted by the property to move, you can also make one *melee* attack with this weapon as part of the same bonus action. The devil asks for a major task such as kidnap or murder.





ASTRAL ADVENTURES





ASTROCHRONOMETER

Wondrous item, very rare (requires attunement)

Time within the Astral Plane is often described as ‘wishy-washy, timey-wimey’ by astral kobolds, or as ‘temporally impeded’ by the more technically minded star gnomes. What they mean is that it’s really, *really* slow. By creating a pocket of the astral plane around one’s person, one can effectively suspend the effects of time on one’s body.

While wearing this watch, you age 1,000 times slower, you don’t need to sleep (although you can only engage in light activity in order to benefit from a long rest), and you have **advantage** on checks and saving throws made to avoid exhaustion. It can also be used to tell the current time in whatever plane you’re in.

Temporal Bubble. The Astrochronometer has an experimental feature; it can generate a bubble of suspended time. Unfortunately, this bubble is prone to collapse which can have... unintended consequences. As an action you can attempt to cast the *time stop* spell. When you do so, roll a **d6**. On a **1–3**, the bubble collapses, you are affected by the *slow* spell for **1d4 + 1** turns, and you can’t use this property again until the following dawn. If you roll a **1**, you age by a number of years equal to one tenth of your race’s normal lifespan. On a **4–6**, the spell is cast successfully and you can’t use this property again for a number of days equal to the number of turns for which time was stopped.

Uncommon variant: Remove the Temporal Bubble feature, and remove the slowed aging.

CLOAK OF THE DUNAMANCER

Wondrous item, uncommon (requires attunement)

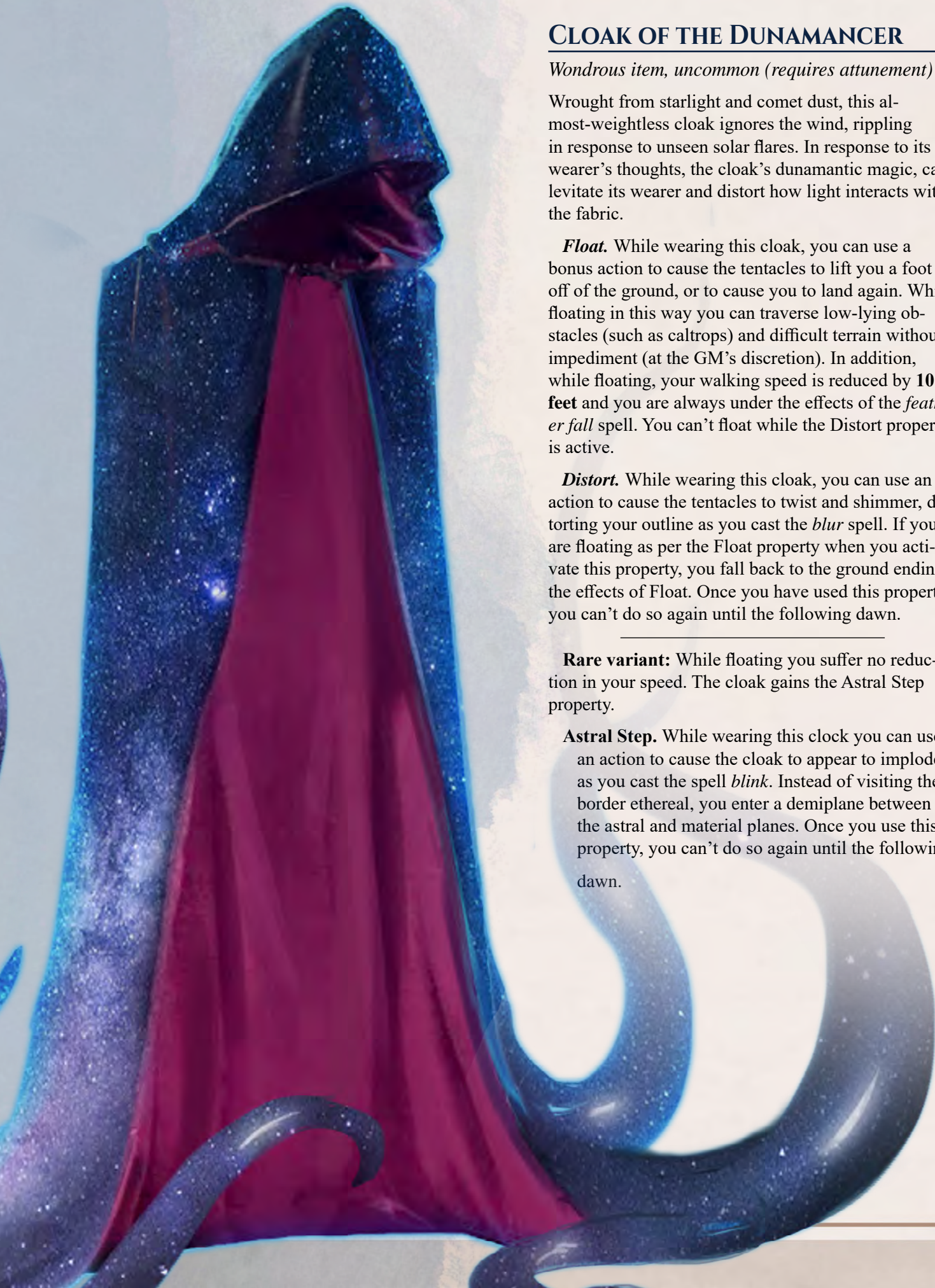
Wrought from starlight and comet dust, this almost-weightless cloak ignores the wind, rippling in response to unseen solar flares. In response to its wearer's thoughts, the cloak's dunamantic magic, can levitate its wearer and distort how light interacts with the fabric.

Float. While wearing this cloak, you can use a bonus action to cause the tentacles to lift you a foot off of the ground, or to cause you to land again. While floating in this way you can traverse low-lying obstacles (such as caltrops) and difficult terrain without impediment (at the GM's discretion). In addition, while floating, your walking speed is reduced by **10 feet** and you are always under the effects of the *feather fall* spell. You can't float while the Distort property is active.

Distort. While wearing this cloak, you can use an action to cause the tentacles to twist and shimmer, distorting your outline as you cast the *blur* spell. If you are floating as per the Float property when you activate this property, you fall back to the ground ending the effects of Float. Once you have used this property, you can't do so again until the following dawn.

Rare variant: While floating you suffer no reduction in your speed. The cloak gains the Astral Step property.

Astral Step. While wearing this cloak you can use an action to cause the cloak to appear to implode as you cast the spell *blink*. Instead of visiting the border ethereal, you enter a demiplane between the astral and material planes. Once you use this property, you can't do so again until the following dawn.



ECLIPSE, SET OF THE MOON AND STARS

Weapon (set), very rare (requires attunement)

When the magics of *morning star* and *evening moon* become intertwined through attunement to a single wielder, their innate dunmantic magics coalesce creating a miniature solar system.

While you are attuned to both *morning star* and *evening moon*, both items gain an additional **+1 bonus** to attack and damage rolls, the **saving throw DCs** of both items are increased by **1**, and you can use the Orbit and Eclipse properties.

Orbit. Whenever you make a ranged attack with *evening moon* while also holding *morning star*, you can use a bonus action to cause it to begin orbiting you. As part of this bonus action and as a bonus action on subsequent turns, you can make one attack with *evening moon* against any creature within **15 feet** of you.

Evening moon orbits you at a distance of **1d3** feet. Any creature within 5 feet of you can use its action to make a **DC 21 Dexterity (Acrobatics)** check in an attempt to catch *evening moon*. On a success, the creature catches *evening moon*. On a failure, it takes **1d6** slashing damage.

Eclipse. As a bonus action while *evening moon* is orbiting you, you can cause it to hover in front of you, casting you in a dark obscuring light. For the next minute you are under the effects of the *blur* spell. After you activate this effect, you can't do so again until the following dawn.

Rare variant. You must concentrate on Eclipse as if you were concentrating on a spell.

Legendary variant. While the Orbit property is active, a creature that targets you with a melee attack must succeed on a **DC 17 Dexterity saving throw** or take **1d6** slashing damage immediately before it makes its attack roll. Eclipse recharges at both Dawn and Dusk.





EVENING MOON

Weapon (chakram), rare (requires attunement)

This three-quarter chakram can sustain itself in flight, returning to its wielder after lacerating its target. Equally lethal in both melee and ranged combat, this weapon is favoured by assassins of the astral sea for its ability to create a moving sphere of shadow, aiding its wielder to slip through enemy lines unseen, even in broad daylight.

This magic weapon grants a **+1 bonus** to attack and damage rolls made with it, and it returns to your hand immediately after it is used to make a ranged attack. When you hit a creature with the shapechanger tag with this weapon, the creature must succeed on a **DC 15 Constitution saving throw** or instantly revert to its original form and be unable to assume a different form for the next minute.

Dusk. While you hold this item you can, as an action, create a **20-foot sphere** centred on you in which all light becomes dim. This sphere lasts for **1 hour**, or until you dismiss it as a bonus action, and it follows you when you move. While Dusk is active, you can hide when only lightly obscured, and you can take the Hide action as a bonus action. Once you use this property, you can't do so again until the following dusk.

Chakram. A chakram is a martial melee weapon that deals **1d6** slashing damage on a hit and has the finesse, light, and thrown (range 30/90 feet) properties

Uncommon variant: Remove the attack and damage roll bonus, decrease the **DC** to **13**. The Dusk property lasts **10 minutes** instead of 1 hour.

Very rare variant: Increase the attack and damage roll bonus to **+2**, the **DC** to **16**, Dusk lasts for **8 hours** instead of 1 hour, and the item gains the New Moon property:

New Moon. After you use the Dusk property, but before the next dusk, you can use an action to cast the *invisibility* spell on yourself. Once you use this property, you can't do so again until the following Dusk.

Legendary variant: Increase the attack and damage roll bonus to **+3**, the **DC** to **17**, Dusk can be activated at will (it no longer needs to recharge), and the item gains the New Moon property.

FLAREFUSE

Martial ranged weapon (firearm), rare

Flarefuses are firearms powered by tiny stars. These balls of fusion consume stardust, the remains of exploded stars, that can be conveniently harvested from drifting sunfrond plants.

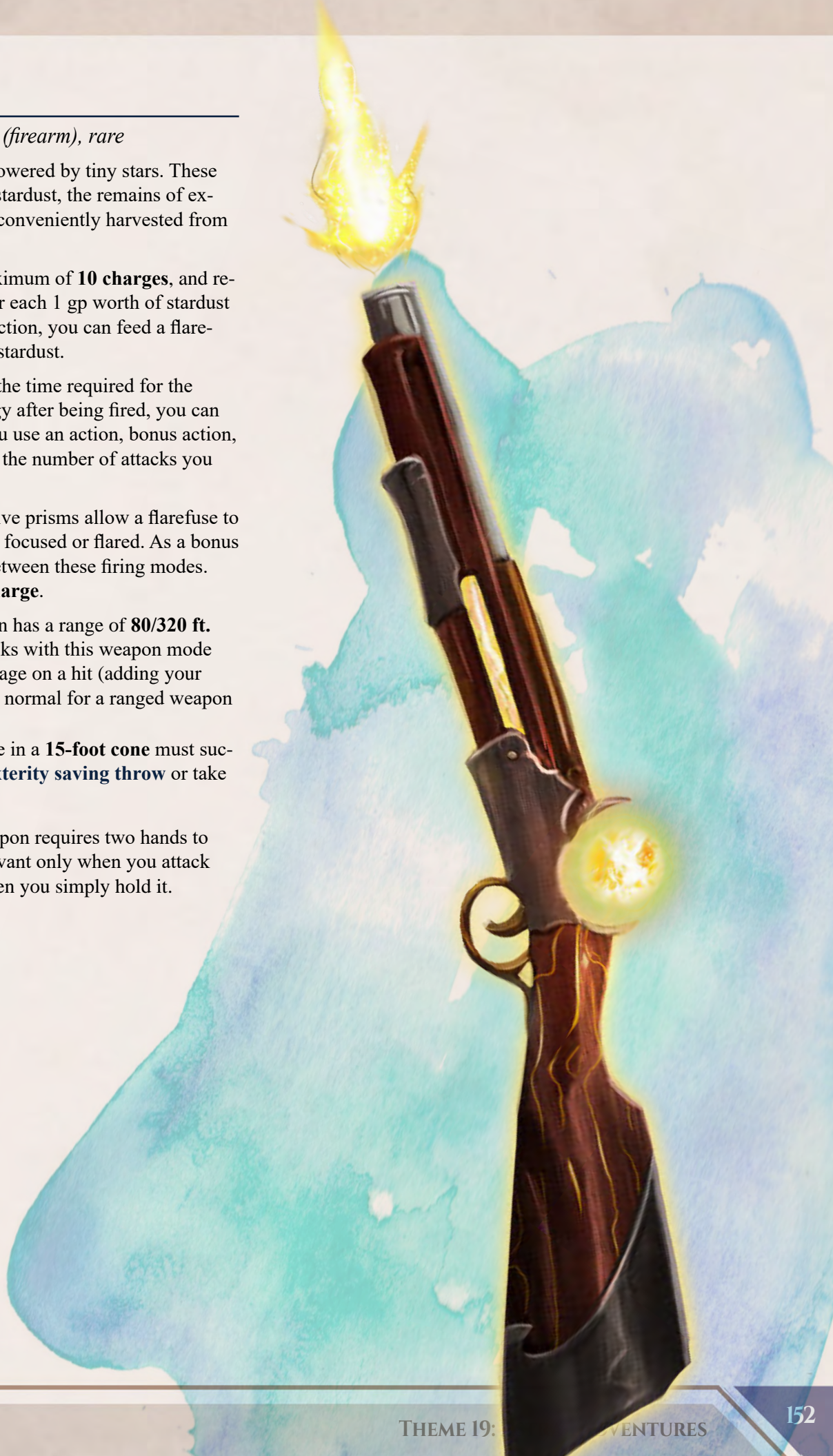
A flarefuse holds a maximum of **10 charges**, and regains **1** expend charge for each 1 gp worth of stardust that it consumes. As an action, you can feed a flarefuse up to **5 gp** worth of stardust.

Charging. Because of the time required for the weapon to build up energy after being fired, you can only fire it once when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.

Firing Modes. Refractive prisms allow a flarefuse to fire in one of two modes; focused or flared. As a bonus action, you can switch between these firing modes. Each shot consumes **1 charge**.

- **Focused.** The weapon has a range of **80/320 ft.** Ranged weapon attacks with this weapon mode deal **3d6** radiant damage on a hit (adding your Dexterity modifier as normal for a ranged weapon attack).
- **Flared.** Each creature in a **15-foot cone** must succeed on a **DC 15 Dexterity saving throw** or take **2d6** radiant damage.

Two-handed. This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.



GITH HALADIE

Weapon (double-bladed scimitar), uncommon (optional attunement)

A gith deprived of her dragon needs to travel light. The *gith haladie* is the ideal, multifunctional tool; a devastating blade, bow, and shield rolled into one. With such a diverse weapon, one can hunt food, clear a watering hole, and defend oneself, all while retaining mobility.

Psionshield. As a bonus action if you are proficient with this weapon, you can spin the *haladie* using both hands, creating a glowing shield of psionic energy. You gain a **+2 bonus** to AC until the start of your next turn. You can use a bonus action to make a **DC 8 Constitution** check at the start of each of your turns, continuing the effect on a success. On a failure you tire of the activity and lose the AC bonus. You can make melee attacks with the weapon as normal while the shield is active.

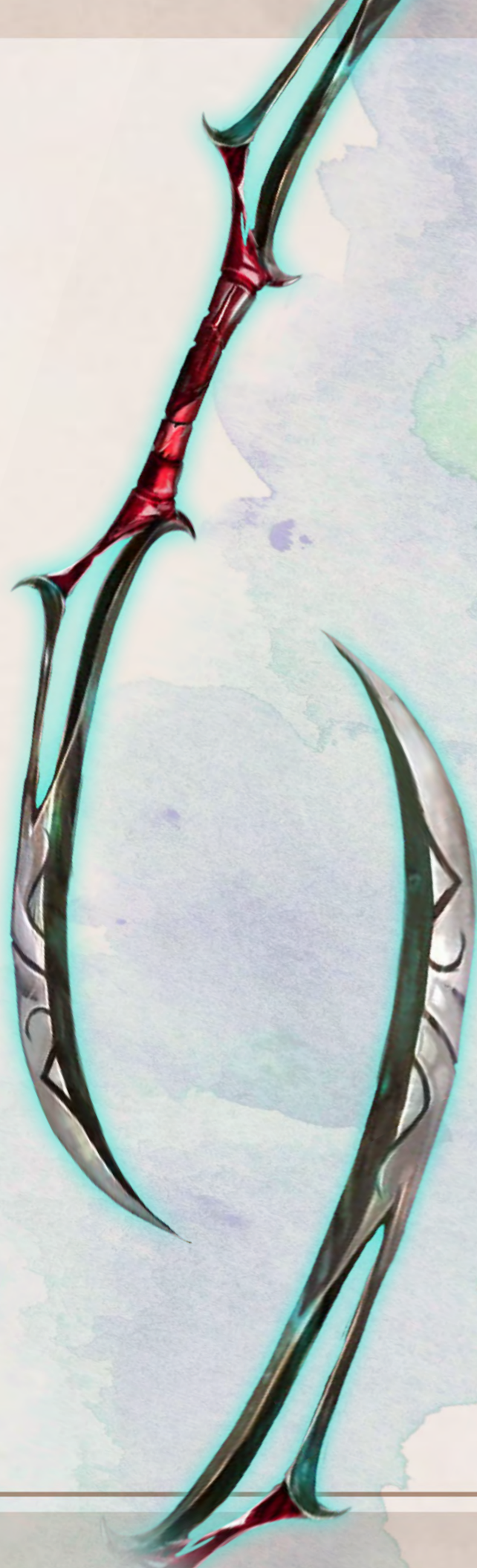
Optional Attunement: Psionic Shot. When you take the Attack action while holding this weapon, you can mime pulling back on it as if it were a bow, causing an arrow of shimmering psionic energy to materialise. You can make a ranged weapon attack, using either your Dexterity or Intelligence modifier for attack and damage rolls. The attack has the statistics of a short-bow and deals psychic damage on a hit.

Haladie. A haladie is a martial melee weapon that deals **2d4** slashing damage on a hit and has the finesse and two-handed properties.

Special. If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals **1d4** slashing damage on a hit, instead of **2d4**.

Rare variant: Attacks with this magic weapon have a **+2 bonus** to attack and damage rolls.

Very rare variant: Attacks with this magic weapon have a **+2 bonus** to attack and damage rolls. The AC bonus of Psionshield increase to **+3**.





GRAVITY CUBE

Wondrous item, rare

Using the same dunamantic technology as powers the vessels of the astral plane, this cube is capable of manipulating gravity within a confined area.

This cube has **10 charges**, and regains **2d4 + 2** charges daily at dawn. As an action you can program and throw this cube at a surface you can see within **50 feet** of you, where it sticks to the surface. A **30-foot-radius sphere** centred on that point becomes warped in one of the following ways:

- **Nullify (1 Charge/Turn).** Gravity in the area is nullified causing all objects and creatures to drift freely. When the cube activates, each creature must make a **DC 15 Dexterity saving throw**. On a failure, a creature floats away from its nearest surface so that it levitates listlessly in mid-air. On a success, a creature clings to the nearest surface. For the duration, creatures can only move within the area by pushing off surfaces or other creatures.
- **Intensify (1 Charge/Turn).** Gravity in the area is intensified. For the duration, a creature that moves in the area must spend **3 feet** of movement for each foot that it moves, and each creature's jump distance is divided by 3. A flying creature that starts its turn in the area, enters the area for the first time on a turn, or tries to begin flying in the area must make a **DC 15 Strength** check. On a failure, it is pulled to the ground and has a flying speed of **0** until the start of its next turn.
- **Attract (2 Charges).** Each creature and unsecured object within the area must succeed on a **DC 15 Strength saving throw** or be pulled **20 feet** towards the cube. Creatures and objects that collide as a result of this each take **1d6** bludgeoning damage (GM's discretion).
- **Repel (2 Charges).** Each creature and unsecured object within the area must succeed on a **DC 15 Strength saving throw** or be pushed **20 feet** directly away from the cube. Creatures and objects that collide as a result of this each take **1d6** bludgeoning damage.



MORNING STAR

Weapon (morningstar), rare (requires attunement)

Within these four, free-floating, ever-moving, gyroscopic rings is contained the source of *morning star's* power: a ball of fusion; a miniaturised star. A creature attuned to the item can induce tiny solar flares that can blind or burn those in its path.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Dawn. As an action you can cause *morning star* to shine a gloriously bright light at all creatures within a **20-foot cone**. Each creature in the area must succeed on a **DC 15 Constitution saving throw** or become **blinded** until the end of your next turn. One you use this property, you can't do so again until the following dawn.

Ultraviolet. After you use the Dawn property, but before the next dawn, you can use an action to cause *morning star* to shine a focussed beam of ultraviolet light in a **5-foot-wide, 50-foot-long line**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **8d6** radiant damage on a failure, or half as much damage on a success. Once you use this property, you can't do so again until you activate Dawn again.

Uncommon variant: Decrease all DCs to **13**, Dawn's area to a **15-foot cone**, Ultraviolet's area to a **5-foot-wide, 30-foot-long line**, and its radiant damage to **4d6**.

Very rare variant: Increase all DCs to **16**, Dawn's area to a **30-foot cone**, Ultraviolet's area to a **5-foot-wide, 100-foot-long line**, and its radiant damage to **12d6**. While attuned to this item you can cast the *light* cantrip at will.

Legendary variant: Increase the attack and damage bonus to **+2**, all DCs to **17**, Dawn's area to a **40-foot cone**, Ultraviolet's area to a **5-foot-wide, 300-foot-long line**, and its radiant damage to **20d6**. While attuned to this item you can cast the *light* cantrip and the *daylight* spell at will.

POTION OF PLANAR INFUSION

Potion, very rare

Meticulously extracted from the touch of starlight, the sound of a vacuum, and the the light from a black hole, this silver liquid forms a swirling, spiral galaxy when left to settle.

Planar Infusion. After imbibing this potion, your mind, body, and soul becomes bound with that of an entity from another plane. Roll a **d8** and consult the table to determine the entity. You gain the statistics of that creature as per the *polymorph* spell. These effects last until **10 minutes** elapse, you fail a saving throw against the *banishment* spell (which banishes the planar entity, not you), or your assumed form is reduced to 0 hit points. *Dispel magic* does not end the potion's effects.

d8	Plane	Creature
1	Air	Air elemental
2	Earth	Earth elemental
3	Fire	Fire elemental
4	Water	Water elemental
5	Fey	Green hag (with spellcasting)
6	Shadow	Wraith
7	Positive	Unicorn
8	Negative	Incubus/Succubus

Consequences. After the duration elapses, your mind is strained and can even break. Make a **DC 15 Intelligence saving throw**. On a failure, you take **6d6** psychic damage and are **insane** until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.





PSIONBLADE

Weapon (any sword), uncommon (requires attunement)

As locomotion in the astral plane is powered by thought, wayfarer's of this vast, water-less sea tend to be of greater than normal intelligence. Hence it follows that their armaments should be manipulated by their greatest asset—thought itself—in place of the strength of their arm.

While wielding this magic weapon, you can use your mind to manipulate and empower the blade. You can use your Intelligence for the attack and damage rolls of attacks using this weapon instead of Strength or Dexterity.

Psionslice. While holding the weapon, you can use a bonus action to cause it to switch from an ethereal blade of nebulous energy that deals psychic damage on a hit, to a hardened, crystalline structure that deals slashing damage on a hit, or vice-versa.

QUANTUM EARRING OF THE PARANOID

Wondrous item, very rare

Crafted for Lord Innes Ecure, this earring regularly scans the intention-spectrum for references to the creature whose ear or hearing orifice it pierces.

Hot Ear. Whenever someone talks about you while you wear this earring—regardless of the plane on which you both currently reside—your ear becomes uncomfortably warm. As a bonus action, you can twist the earring, activating it in an attempt to listen in to the conversation. The creature that activated your hot ear must succeed on a **DC 16 Charisma saving throw**. On a failure, an invisible sensor is created within 10 feet of the target that lasts for 10 minutes. For the duration, you can hear through the sensor as if you were there. The sensor moves with the creature that triggered your hot ear, remaining within 10 feet of it for the duration. Once you activate this property, you can't do so again until the following dawn.

SINGULARITY

Weapon (quarterstaff, spear), spellcasting focus, rare (requires attunement)

With a thought, this staff opens up a tiny portal to the event horizon of a black hole, moulding the warped space-time into a spearhead of flickering force energy.

Gravity Shard. While holding the weapon, you can use a bonus action to produce a spearhead of force energy, shedding bright light for **10 feet** and dim light for an additional **10 feet**. The weapon can be used as a quarterstaff or a spear, and, on a hit, deals force damage instead of the weapons' usual bludgeoning or piercing damage, plus an additional **1d4** force damage. In addition, you can use either Intelligence or Strength as the ability modifier for attack and damage rolls you make with this weapon. The energy lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Gravity Shunt. As an action you can use the weapon to telekinetically move creatures or objects **within 50 feet** of you.

- **Creature.** You can try to move a Medium or smaller creature. The creature must succeed on a **DC 15 Strength saving throw** or be moved up to **10 feet** in any direction, including upward. A creature can choose to fail this saving throw.
- **Object.** You can try to move an object that weighs up to **100 pounds**. If the object isn't being worn or carried, you automatically move it up to **10 feet** in any direction, but not beyond the range of this property. If the object is worn or carried by a creature, the creature must make a **DC 15 Strength saving throw**. On a failure, you pull the object away from that creature and can move it up to **10 feet** in any direction where it falls to the ground.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Uncommon variant: Reduce the bonus force damage on a hit from 1d4 to **1** while Gravity Shard is active. Remove Gravity Shunt.

Very rare variant: Increase the bonus force damage on a hit to **1d6** while the Gravity Shard is active. Increase Gravity Shunt's range to **100 feet**, the creature size to Large or smaller, the distance creatures and objects are moved to up to **20 feet**, the **save DC to 15**, and the maximum object weight to **400 pounds**.





STARFALLEN FORCE SHIELD

Armor (shield), rare

The Starfallen are a sect of aeronautical zealots sworn to prevent the incursion of aberrations from the Far Realms. Though they are unknown to most folk on the Material Plane, it is their vigilance which ensures the relative normality the plane's denizens can enjoy. The force shield is one of their astral armaments, designed to disarm and incapacitate foes.

This shield has **7 charges** and regains **1d4 + 3** charges daily at dawn.

Repulsion. When a creature misses you with a melee attack while you hold this shield, you can use your reaction to pull a trigger expending **1 charge** and sending a pulse of energy through the attacking creature. The creature must make a **DC 15 Strength saving throw**. On a failure, the creature is knocked **prone**, and is disarmed of the weapon with which it made the attack, or of its spellcasting focus or component if it was a melee spell attack. The item flies 15 feet away in a random direction (roll a **d8** to determine the direction where a 1 = North, 2 = Northeast etc.)

Starfield Bulwark. As an action you can twist the handle of the shield, expending **3 charges** and causing it to

deploy in a 5-foot-high barrier of force energy up to 25 feet long. Nothing can physically pass through the wall; a creature that attempts to run through or climb over the barrier takes **2d6** force damage and must succeed on a **DC 15 Strength saving throw** or be knocked prone.

Creatures directly behind the barrier have $\frac{3}{4}$ cover against attacks that originate from the other side of the barrier. Any attack that misses a creature directly behind the barrier hits the barrier, which has **42** hit points and an **AC of 1**. The barrier remains in place until 1 minute elapses, a creature uses its bonus action to pick up the barrier on the side from which it was deployed, it is hit by the *disintegrate* spell, or it loses all its hit points.

Very rare variant: Increase the **save DC** to **16** and the hit points of Starfield Bulwark to **80**. Whenever an ability mentions knocking a creature prone, the creature is also **stunned** until the start of its next turn if it fails the saving throw by 5 or more (**DC 10**).

Legendary variant: Increase the **save DCs** to **17** and the hit points of Starfield Bulwark to **150**. Whenever an ability mentions knocking a creature prone, the creature is also **paralysed** until the start of its next turn if it fails the saving throw by 5 or more (**DC 11**).

STARFORGED HANDAXE

Weapon (generic variant), rare

With an enormous array of mirrors (and a touch of magic), starlight can be focussed to such an intensity that the iron within a trapped comet can be gradually wrought into any shape. Such metal is known as star-forged iron and is imbued with a unique property that activates as a creature moves towards or away from its target.

Dopplerstrike. When you make an attack with a starforged weapon you can choose to simultaneously use your movement to move **5 feet** directly towards or away from your target as part of the attack, generating a blue-shift strike or red-shift strike, respectively.

- **Blue Shift.** To perform a blue-shift strike your target must be within your weapon's reach at the end of this 5-foot movement, but does not need to be within your weapon's reach when you start this movement. You gain a **+1 bonus** to your attack roll, which deals an additional **1d6** radiant damage on a hit.
- **Red Shift.** To perform a red-shift strike your target must be within your weapon's reach at the start of this 5-foot movement, but does not need to be within your weapon's reach at the movement's conclusion. On a hit, the target takes an additional **1d6** cold damage and can't take reactions until the start of its next turn. A creature that loses its reaction in this way does so before your movement triggers an attack of opportunity.

Very rare variant: Increase the additional damage to **1d10**, and Red Shift's attack roll bonus to **+2**.

Legendary variant: Increase the additional damage to **2d6**, and Red Shift's attack roll bonus to **+3**.



TRANSLUX CANDLE

Wondrous item, very rare

Translux candlewax is refined from the rendered fat of planes-travelling beings. Poured in the centre of a permanent teleportation circle under the light of the stars, the candle becomes locked to that teleportation circle.

When found, a translux candle has **2d4 + 2** charges.

As an action, you can light the candle, expending **1 charge** and causing it to cast a dim, purple light in a **10-foot-radius sphere**. This light slowly brightens over the course of a minute. At the end of the minute, an eruption of glowing purple sigils forms a teleportation circle in the lit area. The circle appears on initiative 20 of the 10th round after the candle was lit and lasts until initiative 20 of the following round.

Each creature in the area when the circle forms, or that moves into the area while the circle is active, is teleported to the destination *teleportation circle* where the candle was crafted. When the *teleportation circle* ends, the candle also teleports to the destination circle.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's **Strength (Athletics)** or **Dexterity (Acrobatics)**. If the candle is snuffed out before the minute elapses, the teleportation circle never forms, and any expended charges are wasted.







FANTASTICAL BUREAU OF INVESTIGATION



ARCANOWAX CANDLE

Wondrous item, rare

It's always reassuring to enter hostile territory with an *arcanowax candle* lit and actively preventing assault by extraplanar entities. However, due to the crippling-ly expensive reagents required to make such a candle — namely oils from celestials, fey, fiends, and undead — the Bureau keeps these under tight wraps. Evidence of a tangible threat of extraplanar interference must be presented to a Bureau director before such a requisition request is granted, leading to a thriving trade in *arcanowax* knockoffs on the grey market.

When found, an arcanowax candle has **2d4 + 2** charges.

As an action, you can light the candle, expending a charge and causing it to cast bright light in a 10-foot radius, 20-foot-tall cylinder for the next hour. For the duration, the area becomes a *magic circle*, affecting celestials, fey, fiends, and undead.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on its choice of a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's choice of **Strength (Athletics)** or **Dexterity (Acrobatics)**. The candle's effects end immediately when the candle is snuffed out.

Uncommon variant: The candle is made of a cheap, fast-burning wax and the oil of only one creature. Reduced the number of charges to **1d4 + 1**. Roll a **d4** to randomly determine which type of creature the magic circle protects against:

d4	Creature
----	----------

- | | |
|---|-----------|
| 1 | Celestial |
| 2 | Fey |
| 3 | Fiend |
| 4 | Undead |





COMMANDER'S BADGE OF AUTHORITY

Wondrous item, rare (optional attunement)

This brass badge is infused with a lesser known branch of magic spanning the schools of illusion and enchantment; the branch of salesmanship. Just as a salesman might charm you by spinning fantastical tales of the benefits of snake oil, distracting you with beautiful images of long-maned old men, so too does this badge mislead those who look at it. Commonly used by agents of the Fantastical Bureau of Investigation, it also has defensive properties for when such investigations take a turn.

False Authority. This badge is enchanted to appear to an observer like a document that gives its holder the necessary authority they require to outrank the observer. When you show this badge, you gain a **+10 bonus** to any **Charisma (Deception)** checks that you make to convince someone that you're important. A creature who spends at least minute taking a closer look at the badge sees through the illusion on a successful **DC 15 Intelligence (Investigation)** check.

Optional Attunement. When FBI agents make their daring escape in theatre shows throughout the realm, the crossbow bolts of bad guys are often depicted missing their mark. The reason? Their magical badge-shields. While you are attuned to this item it gains the Take Cover property.

Take Cover. As a bonus action, you can tap the badge and shout the command words "take cover", causing the badge to become a floating shield that follows you around for the next minute, or until you use a bonus action to dismiss it. If you are not wearing a shield, you gain a **+3 bonus** to AC for the duration. This effect ends if you take the Attack action or cast a spell that deals damage. Once you activate this property, roll a **d6**. On a **1** or **2**, you can't use this property again until the following dawn.

Uncommon variant, Constable's Badge: Decrease the bonus to **Charisma (Deception)** checks to **+5**, and the AC bonus to **+2**.

Very rare variant, Director's Badge: Increase the bonus to **Charisma (Deception)** checks to **+15**, and the AC bonus to **+5**. While attuned to this badge, you can cast the *command* spell at will (save **DC 16**).



KA-MA-RA

Wondrous item, uncommon

"Please... paint the picture!" Sergeant Flotsam pleaded

"Can't," flatly replied the red-scale imp "On strike."

"It's literally your job. I point you at the dead body, you pick up your paintbrush, and you paint. I can see you've got a full stock of paint in there," said Flotsam, peering in through a small window in the Ka-Ma-Ra's side. "What's that in the corn- Is that what I think it is?!"

"S'private." said the imp "Listen. Union dues are 3 ounces of brimstone and a half ounce of sulphur every 10 pictures. It's not my fault you kept pressing the trigger while I was in your pack. I'm almost out of black paint now!"

All modern technology is accompanied by growing pains, and the *Ka-Ma-Ra* is no different. Summoned from the hells and bound into a half-foot-cubed wooden box, the imps that power these pictograph-produc-

ing devices tend not to have 'helpful' on their list of priorities. By pulling a trigger, a small hammer within the box kicks the imp out of bed, whereupon it paints a picture of whatever the *Ka-Ma-Ra* is pointing at. Make sure to turn the flash on or end up with a picture in greyscale!

Shoot. As an action, you can point the *Ka-Ma-Ra* in a facing of your choice and pull the trigger, shining a **20-foot cone** of bright light. At the start of your next turn, the imp hands you a small, 3" by 2" picture of whatever the *Ka-Ma-Ra* was pointing at. If you move between taking the action and the start of your next turn, the picture is blurry and out of focus; you must remain perfectly still while the imp is at work.

Cost. This item has **10 charges** and expends **1 charge** each time the trigger is pulled. For each gold piece worth of paint (in a variety of colours), brimstone, and sulphur you supply the imp, the *Ka-Ma-Ra* regains **1 charge**. If the *Ka-Ma-Ra* is left unused for too long, the imp within may expend charges of its own accord producing risqué images of other imps in an attempt to ward off boredom.

LENZ THE INSPECTOR

Wondrous item, uncommon

Though the Bureau has many *inspectors*—magical magnifying glasses that help spot clues—*Lenz* is a unique creation. Usually the last *inspector* to be taken from the quartermaster's stock, *Lenz* enjoys talking to new people. They rarely enjoy talking to him..

Investigation. While you look through this magnifying glass you have **advantage** on **Intelligence (Investigation)** checks made to find clues and hidden messages within writing.

Tracking. A creature that looks through this magnifying glass can see all the footprints of creatures that travelled through the area in the last **24 hours** as glowing imprints, unless the creature's passage was disguised by magic. A creature can use its action to make a **Wisdom (Survival)** check, identifying which footprints belong to which creature on a success. The GM decides the DC, where **DC 5** is eminently obvious, and **DC 30** is trying to spot a mundane shoe after a crowd has passed through.

Sentient. *Lenz* is a charismatic, slightly distracting sentient magic item with an Intelligence of 10, Wisdom of 13, and Charisma of 17. It has hearing and darkvision out to **60 feet** and communicates in a chipper voice audible to all within **10 feet** of it. Most of the time *Lenz* points out entirely obvious and irrelevant facts.

Helping Hand. While holding *Lenz*, you can ask it to help. You must make a **DC 13 Charisma (Persuasion)** check. On a success, its tips are helpful and grant **advantage** on any checks made to identify footprints for the next **10 minutes**. On a failure, it gets distracted and starts telling a tale, such as the time he mistook duck's footprint for that of a venomous dire platypus, giving you **disadvantage** on checks made to identify footprints for the next **10 minutes**.

Very rare version, Time Peeper: This magnifying glass can see backwards in time, up to **72 hours**. As an action you can activate the magnifying glass for the next **10 minutes** with a small dial on its handle. When you do so, whenever you look through the magnifying glass you see the space where you are as if you were at the same space at a point in time up to **72 hours** ago. Once the 10 minutes elapses, you can't activate this property again until the next dawn.





ORIGAMI ANIMALS

Origami animals are the ultimate in nondescript espionage magitechology. Smuggled in as innocuous sheets of paper, they take on magical properties once folded into their designated shapes.

ORIGAMI BEETLE

Wondrous item, common

Over the course of a minute, you can fold this enchanted paper into the shape of a 1-inch beetle, activating its magical potential for the next hour.

Dropping Eaves. With extremely acute hearing and camouflage capabilities, the origami beetle is an effective tool in covert eavesdropping. When you craft this origami animal, you can give it a short set of instructions including a destination and a wait time. For example, you could tell the beetle to “land underneath that bench, wait five minutes, then return here.” The beetle has a flying speed of **30 feet** and records all sound within **60 feet** of it for the duration it waits. While waiting, it blends into its surroundings and is invisible to the naked eye. Upon returning to its folder, the beetle repeats all the sounds it recorded, shifted up two octaves.

After this hour elapses, the origami beetle becomes a mundane, folded piece of paper. Because of this, the longest duration it can both record and repeat is 30 minutes, minus the time it takes to fly to and from the location.



ORIGAMI BUTTERFLY

Wondrous item, uncommon

Over the course of a minute, you can fold this enchanted paper into the shape of a six-inch butterfly, activating its magical potential for the next hour.

Slow and colourful, this butterfly gently wafts its way in a direction you point it, attempting to stay just out of arm’s reach. When you craft this origami animal, you can give it a short set of instructions such as “travel along the corridor and take the first right, stopping just above the guard.” The butterfly has a flying speed of **10 feet**, **AC 10**, and **1** hit point. A creature who sees the butterfly while the butterfly is within **5 feet** of it must succeed on a **DC 11 Wisdom saving throw** or become distracted and try to catch the butterfly. Each turn that a creature is distracted by the butterfly, it must spend its movement following the butterfly and spend its action making a **DC 13 Dexterity (Sleight of Hand)** check trying to catch it. A creature distracted in this way has a **-10** modifier to **Wisdom (Perception and Insight)** checks for the duration of its distraction.

If a creature that is distracted in this way detects the presence of another creature it deems hostile, it stops being distracted. If the butterfly is caught, or after the hour elapses, its magical effects cease and it becomes an ordinary piece of folded paper.

ORIGAMI SWALLOW

Wondrous item, rare

Over the course of a minute, you can fold this enchanted paper into the shape of a six-inch swallow, activating its magical potential for the next hour.

Swift and observant, the origami swallow is an espionage tool available only to the upper echelons of the Bureau's secret agents. When you craft this origami animal, it becomes your familiar as per the *find familiar* spell, with the following changes:

- There is no limit on the distance to which you can communicate with it telepathically.
- You can't temporarily dismiss the swallow.
- It exists for **1 hour**.
- The swallow can take the gouge action: **Gouge**. *Melee Weapon Attack:* +6 to hit, range 5 feet. *Hit:* 1 slashing damage and if the target has eyes, it must succeed on a **DC 14 Constitution saving throw** or be **blinded** until the end of its next turn.

The swallow has an **AC of 14**, **1 hit point**, a flying speed of **120 feet**, darkvision out to **60 feet**, a **+8 Dexterity (Stealth)** modifier, a **+4 Wisdom (Perception)** modifier, and **advantage on Wisdom (Perception)** checks. The origami swallow loses its magic 1 hour after being activated, becoming an ordinary, folded piece of paper.

ORIGAMI UNICORN

Wondrous item, very rare

Over the course of a minute, you can fold this enchanted paper into a six-inch long unicorn, activating its magical potential for the next hour. After this hour elapses, the unicorn can't be used again until the following dawn.

Messenger. Able to traverse through the border ethereal, this device is used by agents of the Bureau to send missives back home while remaining undercover. When you craft this origami animal, you can speak a message no longer than twenty five words, which are magically transcribed onto the unicorn's paper, as well as the name of a creature with whom you are familiar. Once completed, the unicorn slips through a portal into the border ethereal, galloping along its shores until it enters the target creature's plane of existence, at a point near to the creature. The recipient can unfold the unicorn to read the message and then re-fold it, giving a response no more than twenty-five words long, which the unicorn delivers to its origin.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive and the unicorn is lost. Each message takes **10 minutes** to travel to the destination, allowing a total of three messages to be sent back and forth per day.

Celestial Steed. When you fold this paper you can speak its command word, causing the origami shape to manifest into a Large unicorn made of paper for the next hour. This creature has the stats of a unicorn with a flying speed equal to its walking speed. The unicorn is friendly to you and obeys your telepathic commands (no action required by you), and rolls its own initiative in combat. If you don't issue any commands to the unicorn, it defends itself from hostile creatures, but otherwise takes no actions.

After the hour elapses, or if the unicorn drops to 0 hit points, the paper loses its magic and shrinks back down into a mundane piece of folded paper.



ORIGAMI GOLD-LEAF DRAGON

Wondrous item, legendary

Over the course of a minute, you can fold this enchanted, golden paper into a six-inch long dragon, activating its magical potential for the next hour. After this hour elapses, the dragon can't be used again until the following dawn.

Proud and brilliant, the origami dragon is usually the Bureau director's personal assistant. When you craft this origami animal, it becomes your familiar as per the *find familiar* spell, with the following changes:

- There is no limit on the distance to which you can communicate with it telepathically.
- You can't temporarily dismiss the dragon.
- It exists for **1 hour**.
- The dragon can take the Invisibility action: The dragon magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).
- The dragon can take the Weaken action: **Weaken. Melee Weapon Attack: +9** to hit, reach 5 ft. **Hit:** 1 slashing damage and the target must succeed on a **DC 17 Strength saving throw** or have **disadvantage** on Strength-based attack rolls, Strength checks, and Strength saving throws until the end of its next turn.

The dragon has an AC of **19**, **10** hit points, a flying speed of **80 feet**, blindsight out to **60 feet**, a **+8 Dexterity (Stealth)** modifier, and a **+14 Wisdom (Perception)** modifier.

Get-Away Dragon. When you fold this paper you can speak its command word, causing the origami shape to manifest into a Huge dragon made of paper for the next hour. This creature has the stats of an **adult gold dragon**. The dragon is friendly to you and obeys your telepathic commands (no action required by you), and rolls its own initiative in combat. If you don't issue any commands to the dragon, it defends itself from hostile creatures, but otherwise takes no actions.

After the hour elapses, or if the dragon drops to 0 hit points, the paper loses its magic and shrinks back down into a mundane piece of folded paper.



PHANTOM BLADE

Weapon (any sword), uncommon (requires attunement)

Branton bodged this project up so badly he actually managed to kill the sword. “Swords aren’t even alive”, I hear you say. You’re right, they’re not. Branton Quark’s control of magic is so porous that he not only managed to grant an inanimate object life but, while it was revelling in its new-found consciousness, kill it again almost immediately. The sword is now pissed and haunts any who takes the life of a sentient being. This blade is an almost permanent fixture in the FBI evidence lockers; no-one is quite sure if sword murder is actually an offence.

This magic weapon deals an extra **1d4** psychic damage to any target it hits. This damage is doubled against ethereal targets, such as ghosts and shadows.

Poltergeist. Whenever you kill a non-ethereal creature with an Intelligence score of 3 or more, the phantom blade—or Kasper as it calls itself—haunts you. You must succeed on a **DC 13 Wisdom saving throw** or develop one short-term madness effect.

Sentience. Kasper the phantom blade is a sentient, lawful neutral item with an Intelligence of 14, a Wisdom of 12, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet. It is a social justice warrior for sentient inanimate objects, and takes umbrage at being used to break down doors or crack open chests.



PIECEMAKER

Weapon (firearm), uncommon

Originally named the ‘Peacemaker’, this field combat device has built in protections to prevent its agents from exceeding their mandate. If the magic within the firearm detects that a target is unarmed, the agent is unable to discharge the weapon.

Elemental Ammunition. As an action, you can load this weapon with a capsule of elemental energy. Each capsule contains **6 charges**, and new capsules can be requisitioned from the quartermaster or purchased on the grey market. Capsules come in five flavours: acid, cold, fire, lightning, and thunder.

Shots Fired. You can use the *piecemaker* to make ranged weapon attacks, with a range of 30/120 feet. Each attack with the *piecemaker* expends **1 charge** from the loaded capsule. The weapon deals damage of the elemental capsule’s type equal to **1d10** plus your Dexterity modifier.

Conflict Avoidance. If the target of your attack is an unarmed creature, the weapon does not fire and the attack is wasted. The *piecemaker* is sophisticated enough to detect whether a creature has natural weapons, such as a bear’s claws and bite. If a creature’s natural weapons are restricted—such as handcuffed claws, or a muzzled maw—the *piecemaker* deems the target to be unarmed.

Monks’ unarmed strikes are the exception to this rule; the gun can’t classify empty fists as weapons. For this reason, the Shadow Enclave’s agents often manage to escape confrontations with the FBI unscathed.

Rare variant, Piecemaker Mk.2: The *piecemaker mk.2* enhances the elemental energy of its shots in the following ways:

Acid Dissolution. When you hit a target wearing metal armour with an acid shot, roll a **d20**. On an **11** or higher, its AC is decreased by **1**—to a minimum of **10** plus its Dexterity modifier—until repaired.

Fire Explosion. Each creature within **5 feet** of the target, including the target must succeed on a **DC 15 Dexterity saving throw** or take **1d4** fire damage.

Cold Deceleration. A creature hit by a cold charge has its speed reduced by **10 feet** until the end of its next turn. This effect can stack.

Lightning Inhibition. A creature hit by a lightning charge must succeed on a **DC 15 Constitution**

saving throw or be unable to take reactions until the start of its next turn. A creature that fails this saving throw by 10 or more (**DC 4**) is **stunned** until the end of its next turn.

Thunder Disorientation. A creature hit by a thunder charge is **deafened** until the end of its next turn and must make a **DC 15 Constitution saving throw**. On a failure, a creature has **disadvantage** on the next attack roll, Dexterity check, or Dexterity saving throw made before the end of its next turn.

Very rare variant, Piecemaker Mk.3: The *piecemaker mk.3* enhances the elemental energy of its shots as the *mk.2*, and has enhanced targeting optics. You have a **+3 bonus** to attack rolls made with this magic weapon. Increase the save **DCs** to **16**.



TAZ'S ZEALOUS RETRIBUTION

Wand, uncommon (optional attunement)

A common field tool, the TZR, as it is referred to by FBI agents, is the creation of the Bureau's very own inventor: Tazon Regalton. Designed primarily for incapacitating fleeing evil-doers, the TZR can also pack a punch when necessary.

Stun Baton. A creature wielding this wand can use it as a simple melee weapon with the finesse property, dealing 1 piercing damage on a hit. Once per turn, you can cause this wand to discharge when you hit a target with it, triggering either the Stun or Zap effects. You choose whether the wand is in the Stun or Zap mode immediately prior to making an attack, no action required.

Stun. On a hit, a creature must make a **DC 13 Constitution saving throw**. On a failure, it is **stunned** until the end of its next turn. On a success, it can't take reactions until the start of its next turn.

Zap. On a hit, a creature takes **2d8** lightning damage and can't take reactions until the start of its next turn.

Optional Attunement. A creature with a spell-casting ability can attune to this wand, which gains the Stunspell property while a creature is attuned. A creature attuned to this weapon can cast the *shocking grasp* cantrip at will and always has following spells prepared:

- Lightning Wave (1st-level)
- Hold Person (2nd-level)

Stunspell. You can cast any of the spells granted you by this item without expending a spell slot. After you do so, roll a **d4**. If the result is equal to or lower than the spell's level, the wand's voltage becomes critically low and you can't activate the Stunspell feature again until the following dawn.

Rare variant: Increase Stun's save **DC** to **15** and Zap's damage to **3d8**. Add the *stunbolt* spell to the list of Optional Attunement spells. Increase the Stunspell die from a **d4** to a **d6**.

Very rare variant: Increase Stun's save **DC** to **16** and Zap's damage to **4d8**. Add the *stunbolt* (see Appendix) and *hold monster* to the list of Optional Attunement spells. Increase the Stunspell die from a **d4** to a **d8**.



SLEUTH'S SHADOWCOAT

Wondrous item, uncommon (requires attunement)

Sometimes a detective's best tool is remaining undetected. The sleuth's shadowcoat allows its wearer to take full advantage of shadows, to hide in plain sight, and to disappear in a puff of smoke (well... fog) when things go awry. Also, it has plenty of secret and obvious pockets in which to store things. Very useful.

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Shadow Stealth. While in dim light or darkness, you can expend **1 charge** as a bonus action to turn invisible until the start of your next turn. If you use your bonus action to spend **1 charge** at the start of your next turn, this effect continues without interruption. This invisibility ends if you become brightly lit, or if you attack or cast a spell.

Hide in Plain Sight. As an action, you can spend **2 charges** to cast the *chameleon skin* spell (see The Appendix) on yourself.

Disappearing Act. As an action, you can expend **2 charges** to cast the fog cloud spell centred on yourself, and immediately move up to half your speed. Fog cloud has a duration of Concentration, up to 1 minute, when cast in this way.

Rare variant: Increase the number of charges to **15** and the recharge to **1d10 + 5**. The Shadow Stealth property changes so that you can activate it under any lighting conditions except bright, direct sunlight and it doesn't end if you become brightly lit.

Very rare variant: Increase the number of charges to **15** and the recharge to **1d10 + 5**. The Shadow Stealth property changes so that you can activate it under any lighting conditions except bright, direct sunlight. In addition the invisibility doesn't end if you become brightly lit, attack, or cast a spell. When you activate the Disappearing Act property, you can spend an additional **3 charges** to cast the *gaseous form* spell on yourself immediately before you move .





THE CELESTIAL TREASURY



ARCLIGHT RAPIER

Weapon (rapier), uncommon

A tool-weapon inspired by the Clockwork Nirvana, a plane of precise law and order, this blade is equally capable of repairing mechanical marvels or incapacitating malfunctioning automatons. On the Material Plane, such weapons are carried by tech-priests, holy clerics whose altar is a workbench and whose sermon is the clang of a hammer on an anvil..

This magic weapon has **8 charges** and regains **1d6 + 2** charges daily at dawn.

Arclight Weld. When you hit a target with a weapon attack using this weapon you can pull a concealed trigger to expend a charge and cause a flash of lightning to burst from your weapon. The target takes an additional **1d4** lightning damage. In addition, if the target is made of non-magical metal or is a creature wearing non-magical metal armour, it must succeed on a **DC 13 Strength saving throw** or have the metal become **welded**. While wearing welded armour, or while its body is welded, the creature gains the welded condition: its speed is reduced by **10 feet** for each welded stack it has accumulated.

Unwelding. All stacks of the welded condition can be ended in one of two ways: brute force or delicate tinkering.

- **Brute Force.** A welded creature can use its action to make a **DC 13 Strength** check. On a success, it removes the welded condition but damages the metal, gaining a permanent **-1** to its AC while it wears the armour, until the armour is repaired. On a failure, nothing happens.
- **Tinkering.** A creature can spend 10 minutes to make a **DC 13 Dexterity (smith's or tinkerer's tools)*** check. On a success, it ends the welded condition. On a failure, it ends the welded condition but damages the metal, conferring a permanent **-1** to its AC while it wears the armour, until the armour is repaired.

*Dexterity (smith's tools) means two things: (i) You must have the tools to attempt the action, and (ii) You can add your proficiency bonus if you have proficiency with those tools.

Rare variant: Increase the number of charges to **10**, the recharge to **1d8 + 2**, the lightning damage to **1d8** and all DCs to **15**.

Very rare variant: Increase the number of charges to **12**, the recharge to **1d10 + 2**, the lightning damage to **2d6** and all DCs to **16**.

DM TIP - AC REDUCTION

When re-calculating AC following an effect that reduces an armour's AC, be sure not to reduce it too far! A creature's AC shouldn't be lower than 10 plus its Dexterity modifier, no matter how damaged the armour is.





CANDLE OF POTENCY

Wondrous item, very rare

Angel's tearwax is formed of fat rendered from creatures naturally resistant to magic, and infused with tears extracted from the eyes of celestials. Emulsified in a solution of holy water, this candle blooms with holy energy when lit, inhibiting harmful magic.

When found, a candle of potency has **2d4 + 2** charges.

As an action, you can light the candle, expending **1 charge** and causing it to cast bright golden light in a **30-foot radius sphere** for the next **10 minutes**. If the candle remains lit after this duration elapses, an additional charge is consumed and the effects continue for another 10 minutes. For the duration, each creature in the area has **advantage** on saving throws against spells and other magical effects. Additionally, when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's **Strength (Athletics)** or **Dexterity (Acrobatics)**. The candle's effects end immediately when the candle is snuffed out.

DEVAWING BOW

Bow (any), rare (requires attunement)

With a handle of brass and gold, this stringless bow harnesses the power of the celestials' feathers from which it is crafted. The stories of this weapon's origin differ; some say it is a gift from an angel, while others say its components were garnered from the remains of a murdered seraph. Either way, it grants its wielder the power to spring to or fall from great heights, assuring safety in angels' lofty halls.

This bow has **7 charges** and regains **1d6 + 1** charges daily at dawn. This bow has no string. Instead, an attuned wielder can mime pulling back on a string causing a bolt of pure sunlight to form in place of an arrow. This weapon requires no ammunition and deals radiant damage instead of the usual piercing damage.

Feathers. As a reaction when you are falling, you can expend **1 charge** to cast the *feather fall* spell on yourself.

Soulspear. As an action, you can spend **3 charges** to cast the *soulspear* spell (**save DC 15**; see the Appendix).

Springstep. As a bonus action you can expend **1 charge** to triple your jumping distance until the end of your current turn.

Uncommon variant: Remove the bonus to attack and damage rolls. Decrease the number of charges to **4** and the recharge to **1d4**. Remove the Soulspear property.

Very rare variant: You have a **+2 bonus** to attack and damage rolls you make with this magic weapon. Increase the number of charges to **10** and the recharge to **1d8 + 2**. Increase the save DC to **16**. When you cast *soulspear* using this weapon, the length of the beam is doubled to **60 feet**. When you activate the Feathers or Springstep properties, you can spend **1** additional charge to affect up to 5 creatures of your choice within **60 feet** of you.



GRIFFON'S MAW

Weapon (any axe), uncommon (requires attunement)

There's one surefire way to beat a dragon rider in a fight: pluck them from their saddle! On the occasions the Griffon Knights encounter aerially-mounted opponents, a glancing blow from their enchanted axes can summon a radiant talon to hoist their foe aloft, before dropping them. These magic weapons also serve as a safety feature should a rider ever be unseated themselves.

This item has **7 charges** and regains **1d6 + 1** charges daily at dawn.

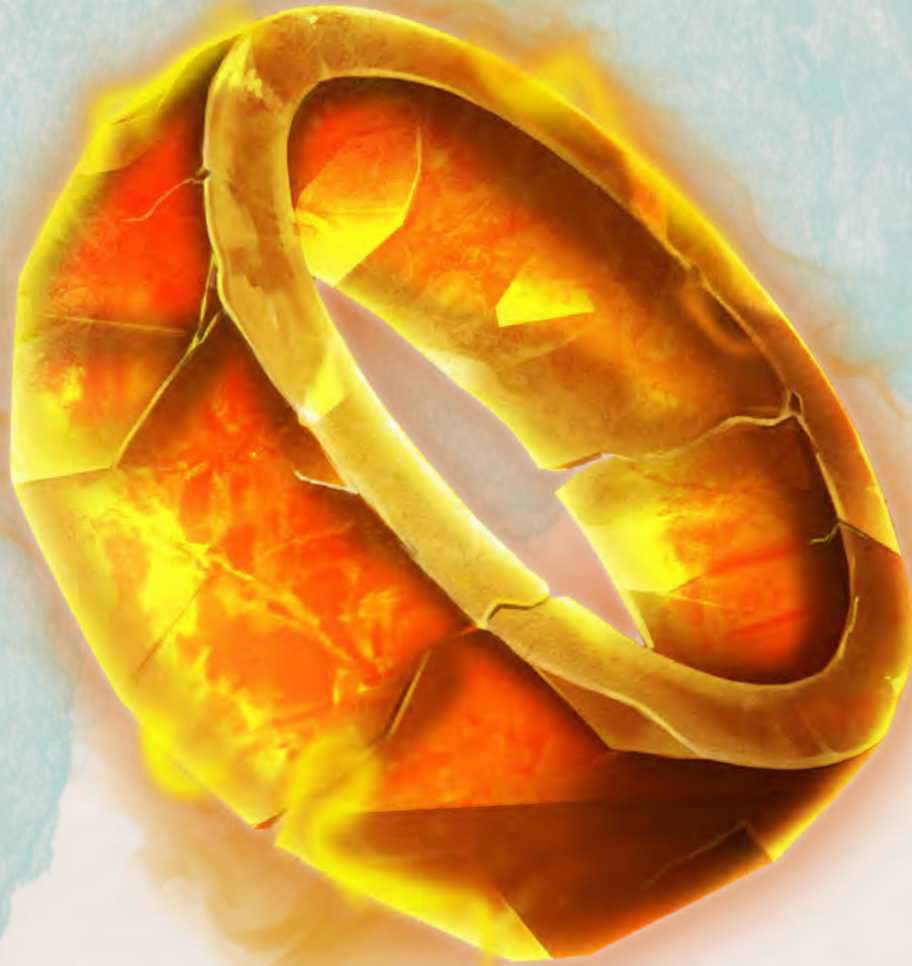
Divine Talon. As a bonus action when you hit a creature with an attack using this weapon, you can expend **1 charge** to cause a Large, spectral talon of radiant energy to coalesce and attempt to grapple the creature (**+5 Strength (Athletics)** modifier). On a success, the creature is hoisted up to **30 feet** straight up, where it remains until the end of your next turn, or until you dismiss the talon (no action required). When the talon is dismissed, the creature is dropped.

Wings of Gold. As a reaction when you throw the axe or when you begin falling, you can expend **1 charge** to cause the weapon to grow two golden, spectral wings. Until the end of your next turn, the weapon gains the thrown (20/60 ft.) property, flies back to your hand at the end of each turn, and you gain a flying speed of **10 feet** and can hover so long as you hold onto the weapon.

Rare variant: You gain a **+1 bonus** to attack and damage rolls with this magic weapon. The axe has a **+7 Strength (Athletics)** modifier. The flying speed from Wings of Gold increases to **30 feet**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls with this magic weapon. The axe has a **+8 Strength (Athletics)** modifier. The flying speed from Wings of Gold increases to **60 feet**.





ICARUS' PROMISE

Ring, uncommon (requires attunement)

Legend tells of a young inventor whose greatest passion was to reach the hallowed, gear-filled halls of the Clockwork Nirvana. His work creating a trans-planar shuttle was fraught with danger, leading him to seek help from the tech-priests of Daedalus. In return for a promise of half of the spoils of his exploration, they granted him this blessed ring. Unfortunately his first foray to the outer planes dropped him immediately adjacent to the Clockwork Nirvana's radiant power core and he was never seen again.

Vow. While you wear this ring you have a **+1 bonus** to all saving throws. When you break your word or lie, the bonus to saving throws is suspended until the

next dawn and the ring flares brightly, dealing **1d6** fire damage to you as it gains a new crack. If you roll a **6** on this fire damage, the ring shatters completely and is destroyed.

Sunkiss. As an action you can cause the ring to detonate. Each creature within **20 feet** of you must make a **DC 13 Dexterity saving throw**, taking **10d6** fire damage and **10d6** radiant damage on a failed save, or half as much damage on a successful one. You automatically fail this saving throw. After you use this property the ring is destroyed.

Very rare variant: Increase the **bonus to +2**, the damage from Vow to **1d10**, and the number the ring shatters on to a **10**. Increase Sunkiss' fire and radiant damage to **20d6** and the DC to **16**.

JUDGEMENT

Weapon (any sword), rare (requires attunement)

Despite being creatures of light, goodness, and order, Deva can be as brutal as Devils. The Wings of Righteousness, a breakaway group of zealous angels, have a ‘cut first, ask questions later’ policy. Once they trap a creature’s soul within the guard of their radiant blades, they can parse through the creature’s past and decide the soul’s fate: to be crushed and invigorate their blade-prison, to be released to the afterlife or, on the rare occasion where they make a mistake, to be restored to its body.

This weapon has **10 charges** and regains **1d8 + 2** charges daily at dawn.

Smite. When you hit a creature with this weapon, you can use a bonus action and spend up to **3 charges**, dealing an additional **1d8** radiant or lightning damage (your choice) per charge expended.

Soultrap. When you kill a creature with this weapon, you can attempt to capture its soul (no action required). The creature must succeed on a **DC 15 Charisma saving throw** or have its soul trapped. An evil creature has **disadvantage** on this saving throw and a good creature has **advantage** on this saving throw. While a soul is trapped in this way, it can’t return to its home plane or be resurrected. Judgement can store up to 1 soul at a time.

Judge. Over the course of an hour you can meditate in silent contemplation over the life of a captured soul before passing judgment. If you choose, you can destroy a trapped soul, restoring **1d8 + 2 charges** to *judgement*. Deities do not look kindly on the destruction of neutral and good souls; doing so might have consequences (GM’s discretion). Once you destroy a soul in this way, you can’t do so again until the following dawn.

Very rare variant: The weapon has **15 charges** and regains **1d10 + 5** daily at dawn and when a soul is destroyed. Increase Soultrap’s DC to **16**. As an action, you can spend **4 charges** to cast the *gentle repose* spell.

Legendary variant: The weapon has **20 charges** and regains **1d12 + 8** daily at dawn and when a soul is destroyed. Increase Soultrap’s DC to **17**. As an action, you can spend **10 charges** to cast the *raise dead* spell on a corpse whose soul is trapped within judgement or spend **4 charges** to cast the *gentle repose* spell.





KIRINKIN

Weapon (any sword), rare (requires attunement by a good- or neutral-aligned creature)

The kirin are mythical creatures of untold good and purity. Their influence is said to be so pure that no good creature can fall, become ill, or suffer from the effects of poison while within its lair. This blade, forged from ore harvested from a kirin's cave, carries with it those purifying qualities, as well as a degree of good fortune.

You have a **+1 bonus** to attack and damage rolls you make with this magic weapon. This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Spells of the Pure. You can expend the charges to cast the following spells:

- 1 charge: *feather fall, purify food and drink*
- 2 charges: *lesser restoration*
- 3 charges: *create food & drink*

Wealth. While attuned to this weapon, **1d8** gold pieces* appear in a random pocket on your person at dawn each day.

Uncommon variant: Reduce the number of gold pieces found to **1d4***. Remove the bonus to attack and damage rolls. Remove the *feather fall* spell from Spells of the Pure.

Very rare variant: Increase the number of gold pieces found to **2d6***. Increase the bonus to attack and damage rolls to **+2**. Add the following to Spells of the Pure:

- 2 charges: *protection from poison*
- 3 charges: *gaseous form*
- 4 charges: *freedom of movement*
- 5 charges: *wind walk*

**Adjust this to suit your campaign's economy.*

MASK OF THE DIVINE ADJUDICATOR

Wondrous item, artifact (requires attunement)

Passing judgement is the burden of gods and their angels. Except, that is, for when gods grow tired of the tribulations of mortals. Exhausted by the unending stream of souls seeking judgement, one such deity crafted a mask of pure gold, bestowing it with the power to see through deception and into the hearts of its supplicants.

A creature wearing the mask is unable to pass comment, it must simply ask questions, adjudicate truth from lie, and listen. In addition, the mask obscures the face of its wearer and distorts its voice, granting a judge protective anonymity outside of the courthouse. A gift to the deity's clergy, this mask has been used by the Supreme Seraphic Court to divine the guilt of individuals for millennia. What it's doing in your hands is a question yet to be answered.

While wearing the mask you are **resistant** to radiant damage and gain telepathy out to **120 feet**. However, you can't speak normally: you can only ask questions and make the statements "Truth", or "Lie".

Judge. Before judgement can be made, you must set up your court. While wearing this mask you can cast the *zone of truth* spell at will (**save DC 18**).

Jury. While wearing this mask, you are always under the influence of the *detect thoughts* spell (**save DC 18**). In addition, you have proficiency in the **Insight** skill and **advantage** on any ability checks you make using the Insight skill. If you succeed on an Insight check against a creature not protected against divination magic, you learn whether the creature told the truth or a lie.

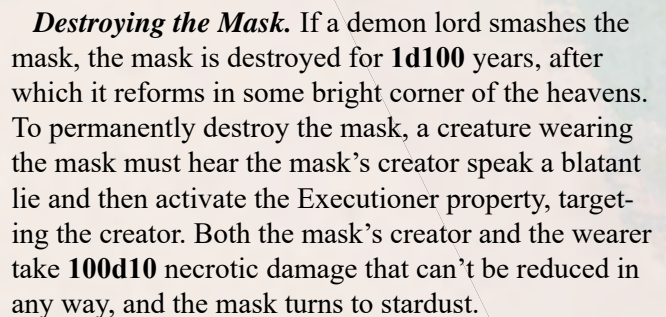
Executioner. While you wear this mask, when you hear a blatant lie you can use your reaction to cast the *hellish rebuke* spell at 3rd-level (**save DC 18**), dealing radiant damage instead of fire damage.

Command Celestial. While you wear the mask, you can use an action to cast the *dominate monster* spell on a celestial creature (**save DC 18**). You can't use this property again until the next dawn.

Language. While attuned to the mask you can speak, read, and write Celestial.

Random Properties. The *Mask of the Divine Adjudicator* has the following random properties:

- 2 minor detrimental properties
- 1 major detrimental property



Destroying the Mask. If a demon lord smashes the mask, the mask is destroyed for **1d100** years, after which it reforms in some bright corner of the heavens. To permanently destroy the mask, a creature wearing the mask must hear the mask's creator speak a blatant lie and then activate the Executioner property, targeting the creator. Both the mask's creator and the wearer take **100d10** necrotic damage that can't be reduced in any way, and the mask turns to stardust.

Rare variant: Remove all properties. This mask has **6 charges** and regains **1d4 + 2** charges daily at dawn. While wearing this mask you gain telepathy out to **60 feet**; you can speak, read, and write Celestial; and you can expend **1 charge** to cast the *detect thoughts* and *zone of truth* spells (**save DC 15**).



PEACEKEEPER

Weapon (any firearm), uncommon

There's always been rumours in the Bureau of a celestial wing specialising in extraplanar affairs. Whether the peacekeeper is standard fare for this secretive, off-the-books department, or is simply a confiscated firearm from an over-zealous group of deva is unknown. However, with its radiant bolas, this deadly firearm is equally capable of non-lethal solutions.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Radiant Bolas. As an action, you can charge the firearm's alternate firing mode, causing bright light to leak through the weapon's joints, and fire a magical bolas at a creature within **60 feet** of you. The creature must succeed on a **DC 13 Dexterity saving throw** or be knocked **prone** and **restrained** by the bolas. A

Huge or larger creature automatically succeeds on this saving throw. A creature restrained by this bolas can use its action to make a **DC 13 Intelligence (Arcana)** check, dispelling the bolas and ending the restrained condition on a success. Each time a creature fails this check, the bolas tightens, dealing **1d8** radiant damage to the restrained creature.

After you activate this property, roll a **d6**. On a 1 or 2, you can't activate it again until the following dawn.

Radiant Reload. The *peacekeeper* contains a radiant inductor capable of compressing energy into matter. If a cantrip that deals radiant damage is cast on the peacekeeper, the weapon creates a number of pieces of ammunition equal to half the damage dealt (rounded down), loaded into its relevant chambers. The weapon can't hold more ammunition than it has capacity for, or be broken by radiant damage.

RADIANT SOULPIERCER

Weapon (any polearm), uncommon

“Sometimes the easiest way to find a creature’s true intent is a spear through the soul”

Crafted to aid angels in their war on evil, *soulpiercer* weapons are able to appraise the soul of any creature they strike, detecting whether they are good or evil. A creature the weapon detects as evil is struck with radiant retribution, while the weapon attempts to prevent damage to good creatures. As well as a means of assuaging a creature’s alignment, this mechanism protects angels should they ever be disarmed and have these weapons used against them.

Alignment Assault. When you hit an evil creature with *soulpiercer*, it takes an additional **1d6** radiant damage as the weapon flashes in a bright burst of radiant energy. When you hit a good creature with *soulpiercer*, the creature has **resistance** to your attack’s damage as the wings at its head flare out, preventing deep penetration. Creatures protected against divination magic do not trigger either of these effects.

Rare variant: You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the additional radiant damage to **1d10**.

Very rare variant: You have a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the additional radiant damage to **2d6**. The weapon gains the Cleanse Evil property.

Cleanse Evil. As an action you can speak the weapon’s command word as you launch the spear, which flies around you piercing evil creatures. Make a melee weapon attack with *soulpiercer* against each evil creature within **30 feet** of you. The weapon then returns to your hand. Once you activate this property, you can’t do so again until the following dawn.





RAIMENTS OF THE SERAPH KNIGHTS

Item Set. While you are attuned to any two of the *breastplate*, *helm*, or *vambraces of the Seraph Knight*, you can attune to the third without filling a third attunement slot.

BREASTPLATE OF THE SERAPH KNIGHT

Armour (breastplate), rare (requires attunement)

The seraph knights' breastplate is their last-ditch fail-safe against death. If a knight is surrounded or caught behind enemy lines, they can deploy the Divine Shield to render themselves invulnerable to whatever malignant hordes have them trapped. This can grant them enough time to rest and recuperate, or to await rescue by their comrades.

You have a **+1 bonus** to AC while wearing this armour.

Divine Shield. As an action you can invoke the divine power imbued within the breastplate, causing a bubble of translucent radiant energy to surround you. The bubble is large enough to encapsulate only you and creatures at least two sizes smaller than you that are sharing your space when you take the action. The bubble lasts for **1 hour**, or until you dismiss it as a bonus action.

While this bubble is active, all creatures and objects, including you, are barred from passing through it and spells and other magical effects can't extend through the bubble or be cast through it. If you are falling when you activate this property you immediately stop falling and slam into the inner side of the bubble. The bubble floats in place for the duration and can't be moved except by a creature that uses an action to make a **DC 30 Strength (Athletics)** check, moving the bubble up to **10 feet** on a success.

The bubble is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the bubble instantly, however. The bubble also extends into the Ethereal Plane, blocking ethereal travel through the wall. Once you use this property, you can't do so again until the following dawn.

Very rare variant: Increase the bonus to AC to **+2**. The Divine Shield lasts for up to **8 hours**.

Legendary variant: Increase the bonus to AC to **+3**. The Divine Shield lasts indefinitely; until you dismiss it as a bonus action or you die.



HELM OF THE SERAPH KNIGHT

Wondrous item, rare (requires attunement)

In a flying V, the Seraph Knights descend onto the hordes of scaled demons, plowing them aside like rotted wheat. Resplendent in their golden armour, these elite soldiers of the Wings of Righteousness each sport a magical winged helm, the source of their mobility and fortitude.

Celestial Steed. While wearing the helm you can cast the spell *find steed* at will. When you cast the spell using this property, the steed is a hippogriff with the celestial type instead of monstrosity.

Celestial Ward. You can cast the spell *shield of faith*. If you cast it on yourself then, while you are mounted on a creature, the benefits of this spell extend to your mount. In addition, your concentration on this spell can only be broken if you cast another spell that does require concentration. Once you activate this property, you can't do so again until the following dawn.

Very rare variant: Replace the hippogriff with a griffon (that is a celestial instead of a monstrosity and has a walking speed of **50 feet**). The item gains the Celestial Protection property.

Celestial Protection. You can cast the spell *protection from evil and good* at will. If you cast it on yourself then, while you are mounted on a creature, the benefits of this spell extend to your mount. In addition, your concentration on this spell can only be broken if you cast another spell that requires concentration.

Legendary variant: Replace the hippogriff with a gold dragon wyrmling (that is sized Large instead of Medium, has a walking speed of **60 feet**, and has a flying speed of **90 feet**). The item gains the Celestial Protection and the Celestial Boon properties.

Celestial Boon. You can cast the spell *bless* at will. Your concentration on this spell can only be broken if you cast another spell that requires concentration, or if you choose to end your concentration.



VAMBRACES OF THE SERAPH KNIGHT

Wondrous item, uncommon (requires attunement, enhanceable)

The Trial of Vengeance is a rite of passage for the seraph that marks their formal entry in the Wings of Righteousness. Once this Adjudicator-set task is completed, the vambraces with which they are equipped become augmented, increasing their connection with their deity. These forearm guards allow seraph to aid one another on the battlefield, and also to prevent the corpses of fallen members becoming defiled by liches or demons.

These vambraces have **20 charges** and regain **1d12 + 8** expended charges daily at dawn.

Healing Touch. While you wear the vambraces you can touch a willing creature and draw on the vambraces' healing energy as an action, spending up to **10 charges**. A creature regains a number of hit points equal to the number of charges you spend. Alternatively, you can expend **5 charges** to cast the *gentle repose* spell on a corpse you touch.

Enhanced Attunement: Paladin & Cleric. If you are a paladin or cleric you can accept a task from a seraph in order to enhance your attunement to these vambraces. Until you complete this task, you can't willingly unattune from the vambraces. Once you accept the task, whenever you are attuned to and wearing the vambraces, you can expend **15 charges** to use one of your channel divinity options.

Rare variant: Increase the number of charges to **30**, the recharge to **2d10 + 10**, and the maximum number of charges that can be spent with one action to **15**.

Very rare variant: Increase the number of charges to **40**, the recharge to **3d10 + 10**, and the maximum number of charges that can be spent with one action to **25**. When you touch a willing creature you can spend **25 charges** to cast the *greater restoration* spell on that creature, requiring no material components.

ROBES OF DIVINE GRACE

Wondrous item, very rare (requires attunement by a good-aligned creature, enhanceable)

Though most mortals meander to and fro along the line of morality, some particularly devout individuals are so pure that they catch the attention of the gods. Deemed worthy of angel-hood, a god might bestow their divine grace on these holy mortals via such a robe.

While you wear this robe you have a flying speed of **60 feet** and you are constantly under the effects of the *bless* spell.

Penance. If you ever commit an evil act (GM's decision), this robe loses all magical powers until whoever is attuned to the robe commits an act of extreme selflessness. For example, donating wealth equal to one thousand times your level in gold pieces; spending an uninterrupted 24 hours in prayer; or, if you are a spellcaster, spending all your day's spell slots in service to others.

Enhanced Attunement: Holy Vow. In return for promising to adhere to the tenets of a particular god (GM's choice), your attunement to the robe becomes enhanced. While enhanced, this item gains the Broken Promise property. In addition, you can cast the *bless* spell at will, and can cast the *fly* spell at 7th-level, causing all affected targets to gain spectral, golden wings. Once you cast the *fly* spell in this way, you can't do so again until the following dawn.

EA: Broken Promise. When you commit an evil act or act contrary to the tenets of the god who enhanced this item, this robe loses all magical powers as per the Penance property. In addition, until you commit your act of extreme selflessness, you are under the effects of the *bane* spell, which can't be removed by any means short of a wish spell, even if you unattune from the item.

Rare variant: Reduce the flying speed to **30 feet**. While you are blessed by this robe you gain a **+1 bonus** instead of the usual **+1d4**. Remove the enhanced attunement properties.

Legendary variant: Increase the flying speed to **90 feet**. While you are blessed by this robe you gain a **+1d6** bonus instead of the usual **+1d4**. While wearing the robe, you are always under the effects of the *detect evil and good spell*, and you have **advantage** on **Charisma (Persuasion)** checks made against celestials. When you cast the *fly* spell using the Holy Vow property, the flying speed is **90 feet** instead of 60 feet.



SCYTHE OF THE GOLDEN DRAGON

Weapon (glaive), uncommon (requires attunement)

Legend says that the souls of those slain by this holy weapon are purified and guaranteed passage to a comfortable afterlife. Forged from the scales and claw of a golden dragon, this magical polearm can channel the power of its draconic forebear, weakening its enemies in a torrent of golden smoke.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Dragon's Breath. As an action you can cause this scythe to spray a plume of red-gold gas in a **30-foot cone**. Each creature in the cone must succeed on a **DC 13 Strength saving throw** or have **disadvantage** on Strength-based attack rolls, Strength checks, and Strength saving throws for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you activate this property, you can't do so again until the following dawn.

Rare variant: Increase the bonus to **+2**, the DC to **15**, and the cone's size to **40 feet**.

Very rare variant: Increase the bonus to **+3**, the DC to **16**, and the cone's size to **50 feet**.





BROODMOTHER'S SHADOW



BROODMOTHER'S EMBRACE

Wondrous item, rare (requires attunement)

This thick, rubbery overcoat sports several writhing tentacles that can biomantically fuse with their wearer, acting as gills, propulsion, and a formidable, concealed weapon. When in danger, the coat can encapsulate you in a protective chrysalis, nourishing you with stored regenerative mucous.

While wearing the coat underwater, tentacles wrap around your throat, fusing with your vascular system and allowing you to breathe underwater. The tentacles also propel you, giving you a swimming speed of **40 feet**.

Tentacle Lash. As an action, you can make a melee spell attack (+7 to hit) against a creature within **10 feet** of you. On a hit, the creature takes **3d8** bludgeoning damage and, if it is Medium or smaller, must make a **DC 15 Strength saving throw** or be knocked prone.

Chrysalis. As an action you cause the coat to expand and harden, encasing you in a regenerative, chitinous casing which grants you **20** temporary hit points. While encased, your speed is reduced to 0, you are **incapacitated**, and you regain **2d6** hit points at the start of each of your turns. You can regain no more than **30** hit points in this way. These effects end when the temporary hit points are lost, after **1 minute**, or when you decide to emerge from the chrysalis as an action, whichever comes first. After you activate this property, you can't do so again until after the following dawn.

Very rare variant:

- Increase the swimming speed to **50 feet**. Increase Tentacle Lash's attack bonus to **+8**, reach to **15 feet**, damage to **4d8**, and save DC to **16**.
- Increase the size category or creatures that must make the **Strength saving throw** to Large or smaller.
- Increase Chrysalis' temporary hit points to **40**, the healing to **4d6**, and maximum healing to **60**.

Legendary variant:

- Increase the swimming speed to **60 feet**. Increase Tentacle Lash's attack bonus to **+9**, reach to **20 feet**, damage to **5d8**, and save DC to **17**.

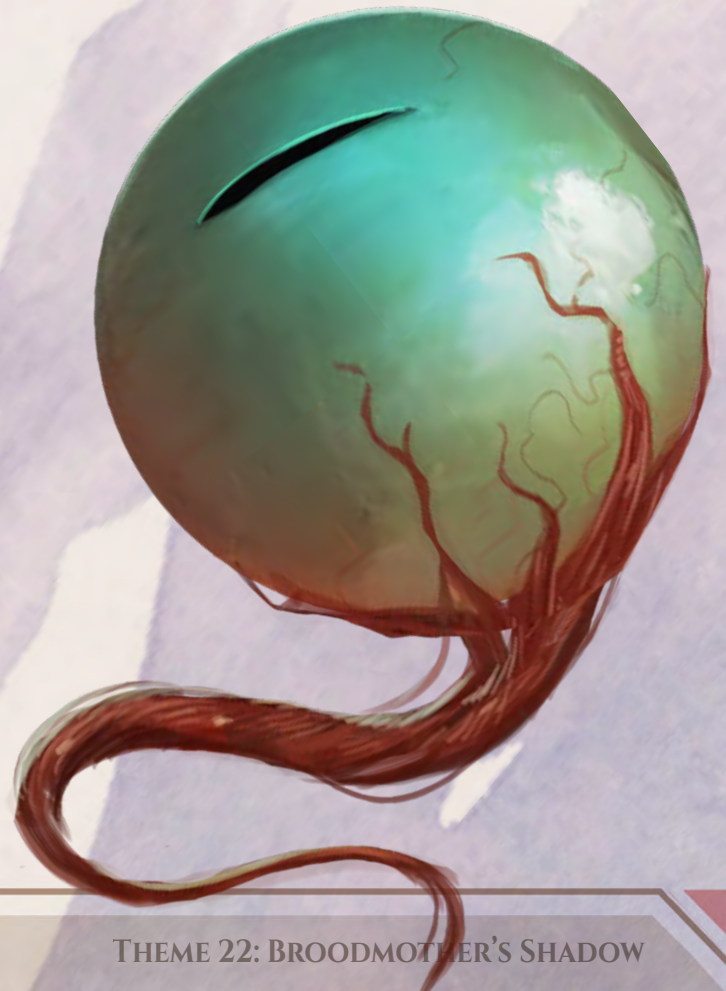
- Increase the size category or creatures that must make the **Strength saving throw** to Huge or smaller.
- Increase Chrysalis' temporary hit points to **60**, the healing to **6d6**, and maximum healing to **90**.
- The coat's many eyes enhance your peripheral vision; while wearing the coat you have **advantage** on initiative checks while not blinded.

BROODMOTHER'S EYE

Wondrous item, common (socketable, attunable)

While socketed in an attuneable magic item, the item gains the 'Intense Stare' property.

Intense Stare. The socketed aboleth's eye fixes on a humanoid that you can see within **60 feet** of you that isn't hostile towards you, making you seem both alluring and imposing. For the next minute, you have **advantage** on all **Charisma (Persuasion and Intimidation)** checks made to interact with the creature. After this minute elapses, the creature realizes that you used magic to influence its mood. How it reacts is at the GM's discretion. Once you use this property, you can't do so again until the following dawn.





BROODSLINGER

Wondrous item, uncommon (requires attunement)

Known fondly by L'Arsène as Ling's Bane, this forearm-mounted symbiote represents conquering of the incredibly infectious broodmother strain of aboleths. This blind broodling has been altered to feed off of its host's nutrients, generating powerfully acidic mucous. A small note attached to one tentacle reads:

"Upin Enterprises accepts no responsibility for enslavement caused by accidental generation of new aboleths caused by this item."

This magic item can hold a maximum of **10 charges**. Whenever you finish a short or long rest, you can expend any number of Hit Dice to charge the brood-slinger. For each Hit Die spent in this way, roll each die and add your Constitution modifier. The brood-slinger regains a number of charges equal to the total.

Spikes. Your unarmed strikes deal **1** additional piercing damage on a hit.

Mucous Spit. As an action, you can cause the brood-slinger to spit a globule of acidic mucous at a target within **60 feet** of you. Make a ranged spell attack (+**5** to hit). On a hit, the target takes **2d6** acid damage. You can expend charges immediately before making the attack roll to enhance the mucous in the following way (no action required):

- **Splashing Mucous (1 Charge):** Hit or miss, acid splashes onto adjacent creatures. The target and each creature within **5 feet** of the target must succeed on a **DC 13 Dexterity saving throw** or take **1d4** acid damage.

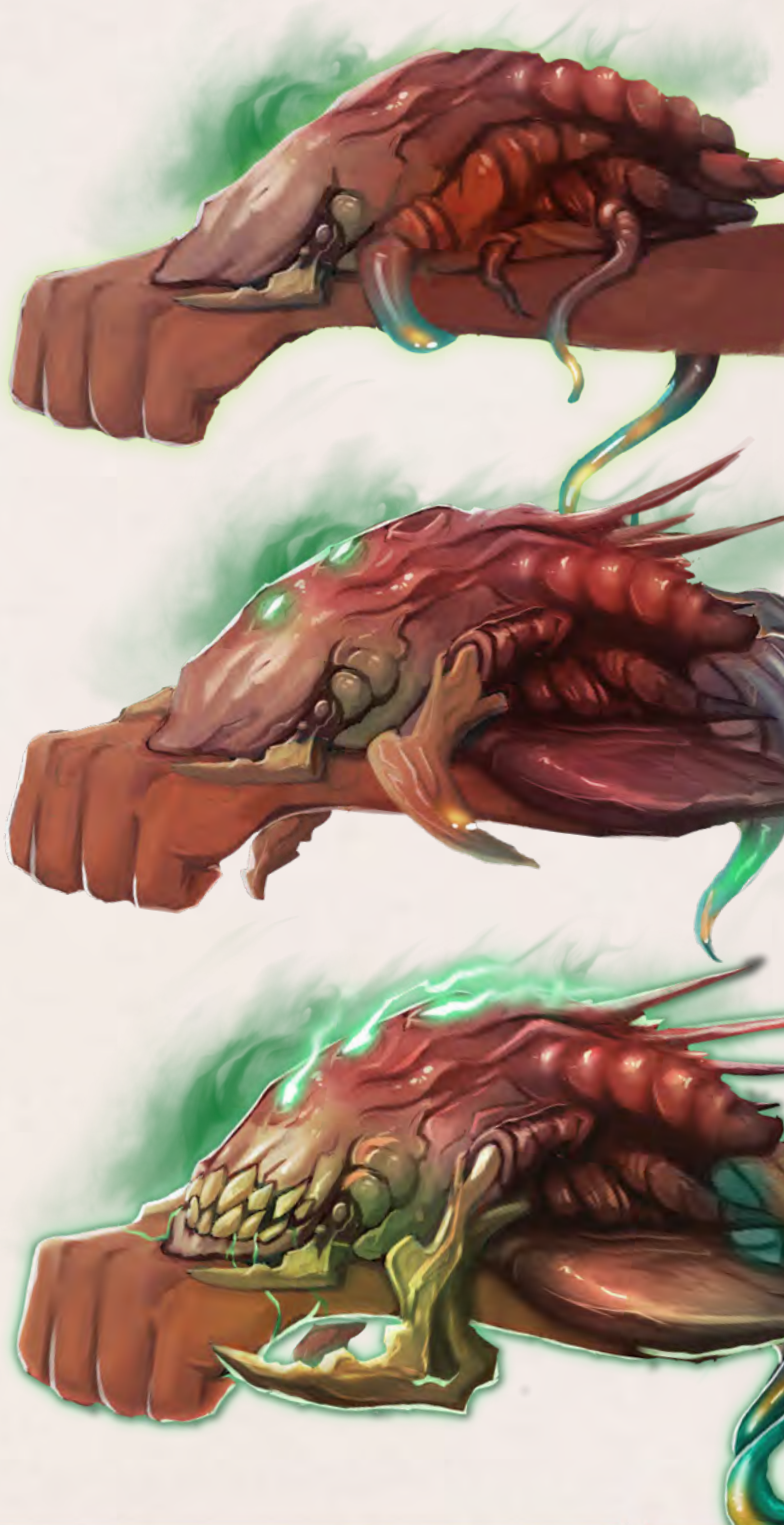
Rare variant: Increase the maximum charges to **15** and the additional piercing damage of Spikes to **1d4**. Increase the to hit bonus to **+7**, the initial acid damage to **3d6**, Splashing Mucous' acid damage to **2d4**, and the save DC to **15**. You gain a new way to enhance Mucous Spit: Parasitic Mucous:

- **Parasitic Mucous (2 Charges):** Parasites with the potential to poison infest the mucous. On a hit, the target must succeed on a **DC 15 Constitution saving throw** or be infected with a parasite and become **poisoned**. While poisoned the creature can't regain hit points. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Very rare variant: Increase the maximum charges to **20** and the additional piercing damage of Spikes to **2d4**.

Increase the to hit bonus to **+8**, the initial acid damage to **4d6**, Splashing Mucous' acid damage to **3d4**, and the save DC to **16**. You gain new ways to enhance Mucous Spit: Parasitic Mucous and Infectious Mucous:

- **Infectious Mucous (4 Charges):** An infectious disease pervades the mucous. On a hit, the target must succeed on a **DC 16 Constitution saving throw** or be infected and **poisoned** as if by the *contagion* spell. Roll a **d6** to determine contagion's disease at random.



TOME OF LIVING MEMORIES

Wondrous item, uncommon (optional attunement by a wizard)

The pages of this book are littered with the shifting memories of all the aboleth broodmother's eyes have seen. This deluge of information includes historical occurrences, the gods, and all things arcane, in addition to several spells. Unfortunately, the script is a shifting mire of letters that only the most astute can decipher.

Knowledge from Beyond. Over the course of a minute, you can attempt to discern information from the broodmother's memories. Make a **DC 10 Intelligence** check. On a success, you gain proficiency in Arcana, History, Nature, and Religion for the next **10 minutes**. On a failure, you take psychic damage equal to your level.

Shrouded Spells. In a similar manner, you can spend **10 minutes** attempting to cast one of the following spells, requiring no material components and without expending a spell slot. At the end of the 10 minutes, make an **Intelligence** check. The **DC equals 8 plus the spell's level**. On a success, you cast the spell. On a failure, you don't cast the spell and you take psychic damage equal to twice the spell's level.

- *Identify* (1st-level)
- *Augury* (2nd-level)
- *Clairvoyance* (3rd-level)

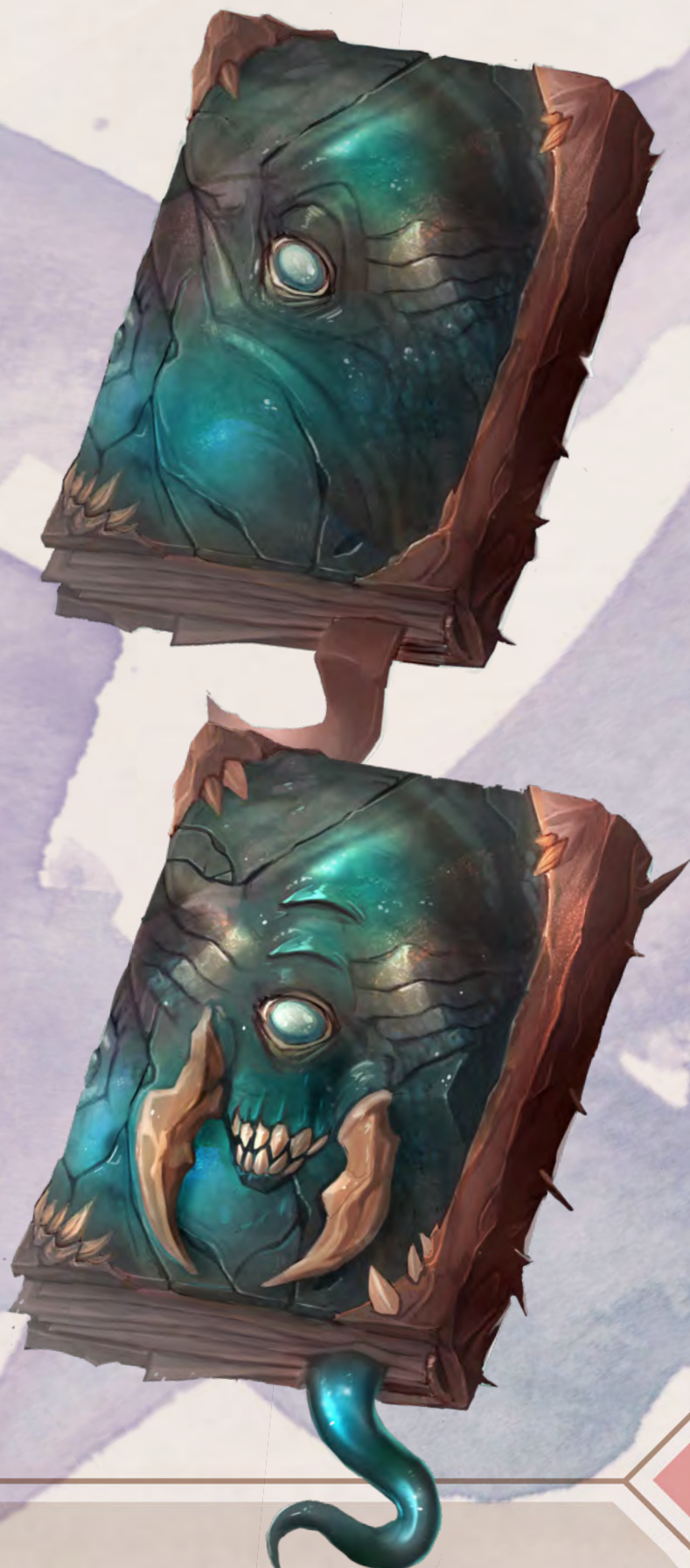
Optional Attunement: Wizard. If you have at least 1 wizard level then you can choose to attune to this mitem. While you remain attuned to it, you can use it as a spellbook and an arcane focus. While you use this tome as your spellbook, the *comprehend languages* and *detect thoughts* spells are added to your known spells and you always have them prepared.

Rare variant: Add the spells *divination* (4th-level) and *legend lore* (5th-level) to the Shrouded Spells list. When you cast them using the book, it is the disembodied voice of Slkvol the broodmother that answers.

OA: Wizard. While you use this tome as your spellbook, you can prepare 1 additional Wizard spell at the end of a long rest and you know the guidance cantrip, which is a wizard spell for you.

Very rare variant: Add the spells *divination* (4th-level), *legend lore* (5th-level), *contact other plane* (5th-level) and *find the path* (6th-level) to the Shrouded Spells list. When you cast them using the book, it is Slkvol the broodmother who answers.

OA: Wizard. While you use this tome as your spellbook, you can prepare 2 additional Wizard spells and you know the *guidance* cantrip, which is added to the wizard spell list for you.







REIGN OF IRON





HAEMSCALE

Armour (any medium or heavy), uncommon (requires attunement)

Fashioned from the claws and shard-scales of a magnetite dragon, this protective armour can become temporarily weightless when exposed to extreme cold. The wearer of this armour can exert minor control over ferrous metals within a close proximity.

This armour has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Arcanomagnetic Repulsion. You can expend **1 charge** to create one of the following effects while you wear this armour.

- **Repulse.** When you are targeted by a weapon attack using a ferrous weapon or ammunition, you can use your reaction to cause a pulse of arcanomagnetism to throw the weapon or ammunition off course, imposing **disadvantage** on the attack roll. You must choose to use this property before the attack roll is made.
- **Aura.** As a bonus action, you can create an arcanomagnetic aura with a **20-foot radius** centred on you that moves with you and that lasts until the start of your next turn. This area is difficult terrain

for creatures of your choice that are made of ferrous metal or wearing ferrous armour.

Rare variant: While you wear this armour, you have **resistance** to cold damage. Increase the number of charges to **9**, the recharge to **1d6 + 3**, and Arcanomagnetic Repulsion's aura to a **30-foot radius**. The item gains the Superconductor property:

Superconductor. Whenever you take cold damage while you wear this armour, you gain a flying speed of **30 feet** until the end of your next turn.

Very rare variant: While you wear this armour, you have **resistance** to cold damage. Increase the number of charges to **12**, the recharge to **1d8 + 4**, Arcanomagnetic Repulsion's Aura to a **40-foot radius**, and Superconductor's flying speed to **40 feet**. The item gains the Superconductor and Swordstorm properties:

Swordstorm. As an action, you can cast the blade barrier spell (**save DC 16**), adding any ferrous objects in the vicinity to the barrier. At the GM's discretion, if there are many ferrous objects in the area, increase the barrier's damage by **2d10**. Once you activate this property, you can't do so again until the following dawn.



HAEMSTRIKE

Weapon (mace, warhammer, or maul), uncommon (optional attunement)

This weapon is naturally more attracted to foes bearing ferrous metals, allowing it to strike them with more force. Those who align themselves more closely with the weapon are granted the ability to manipulate gravity, telekinetically pulling creatures and objects into range of its jagged-face swings.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon. This bonus is increased to **+2** if your target is made of ferrous metal or is wearing ferrous armour.

Optional Attunement. If you choose to attune to this weapon, it gains the Attraction property. When you activate a property granted by this optional attunement, roll a **d4**. On a **1**, *haemstrike's* optional attunement properties can't be activated until the next dawn.

Optional Attunement: Attraction. As an action, you can point *haemstrike* at a target you can see within 30 feet of you. If the target is an object whose weight is less than or equal to 30 times your Strength score, the object is pulled up to **15 feet** towards you. If the target is a creature, make a **Strength (Athletics)** check contested by the creature's **Strength (Athletics)**. If the target is made of ferrous metal or is wearing ferrous armour, the creature has **disadvantage** on this check. On a success, the creature is pulled up to **15 feet** towards you. On a failure, the creature remains where it is, but, if you are neither grappled nor restrained, you can choose to let yourself be pulled up to 15 feet towards it.

Rare variant: Increase the attack and damage bonus to **+2** (or **+3** if the target is made of ferrous metal or is wearing ferrous armour). Increase the distance a target can be pulled by the Attraction property to **20 feet**. Increase Optional Attunement's d4 to a **d6**. The weapon gains the Magnetic Shockwave optional attunement property.

Optional Attunement: Magnetic Shockwave. When you hit a target with *haemstrike*, you can use a bonus action to cause an eruption of supercooled magnetite shards. Each creature other than you within **5 feet** of the target must succeed on a **DC 15 Dexterity saving throw** or take **2d6** cold damage and **2d6** piercing damage. Creatures made of ferrous metal or wearing ferrous armour have **disadvantage** on this saving throw.

Very rare variant: Increase the attack and damage bonus to +3 (or +4 if the target is made of ferrous metal or is wearing ferrous armour). Increase the distance a target can be pulled by the Attraction property to **30 feet**. Increase Optional Attunement's d4 to a **d8**, and the DC of Magnetic Shockwave to **16**. The weapon gains the Magnetic Shockwave and Dragon's Roar optional attunement properties.

Optional Attunement: Dragon's Roar. When you make a weapon attack with *haemstrike*, you can use a bonus action to cause the hammer to roar before you make the attack roll. Each creature other than you within **15 feet** of you must succeed on a **DC 16 Wisdom saving throw** or become **frightened** of you until the end of your next turn. If the target of your attack fails this saving throw, your attack has **advantage**.

MAGNETITE HORN

Wondrous item, uncommon (socketable, attunable)

Fashioned from the harvested horn of a magnetite dragon, this charm can be socketed on a ferrous weapon, or on a worn item that contains iron, conferring different benefits to each.

Ferrous Weapon. While you hold the socketed weapon, when you are hit by a weapon attack made with a ferrous weapon or ammunition that you can see, you can use your reaction to activate the magnetic properties of the horn. When you do so, the attack's weapon or ammunition is pulled towards your own, giving you a **+1 bonus** to your AC against the attack as you attempt to parry it, possibly turning the hit into a miss.

Ferrous Worn Item. While you wear the socketed item, when a creature within **5 feet** of you is targeted by a weapon attack made with a ferrous weapon or ammunition, you can use your reaction to activate the magnetic properties of the horn. When you do so, roll a **d20**. On an 11 or higher, you become the target of the attack instead of the creature.

Socketable, Attunable. When socketed on a host item that doesn't require attunement, the item gains the optional attunement property. The benefits of the socketed item are only gained when you attune to the host item.



SHARD CROWN

Wondrous item, rare (requires attunement)

From the horn and eyes of a magnetite dragon is crafted this crown of magnetite. The creature's commanding presence and power over the blood of others allows the wearer of this object to bend its foes to its will.

Critical hits against you made with ferrous weapons or ammunition become normal hits while you wear this crown. In addition, while wearing this crown in extreme cold, you can cast the *levitate* spell on yourself at will and you know the *magnetobolt* cantrip (+7 to hit or your spellcasting attack modifier, whichever is higher).

The crown has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Bloodbend. As an action, you can expend **1 charge** as you gesture to a creature you can see within **30 feet** of you and speak a simple command (GM's discretion). The target must succeed on a **DC 15 Wisdom saving throw** or instantly use its reaction to follow the command. If the creature has no reaction remaining or can't take reactions, it must follow the command at the start of its next turn instead. The property has no effect on a target that doesn't have blood. Commands include:



- **Throw.** The creature throws an object it is holding in a direction you choose with all its might.
- **Sit.** The creature sits, falling prone and not moving until the end of its next turn
- **Attack.** The creature makes one attack against a creature of your choice within its range.

GM TIP – WHICH COMMANDS ARE OK?

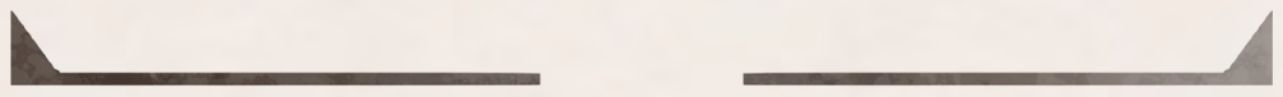
The command given by the wielder of the *shard crown* should disadvantage the creature and its allies in some way. If a creature's reaction has been used, the command shouldn't use a creature's entire action; an attack would be taken as part of a multiattack action (allowing the rest of the attacks to be used as the creature desires), sitting uses movement, and throwing an item counts as an object interaction.

Very rare variant: Increase Bloodbend's DC to 16 and *magnetobolt's* attack modifier to +8. While you wear this crown in extreme cold, you can cast the *fly* spell on yourself at will. The item gains the Magnetovision property:

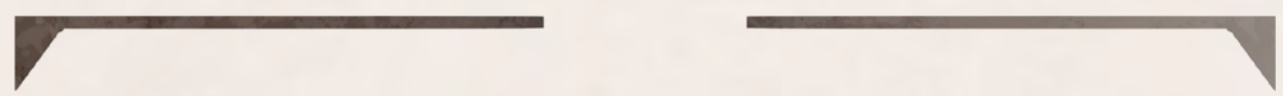
Magnetovision. As a bonus action, you can expend 1 charge allowing you to sense the locations of all ferrous metals within 60 feet of you for the next minute. This vision is blocked by a thin sheet of lead.

Legendary variant: The crown has 8 charges and regains 1d4 + 4. Increase Bloodbend's DC to 17 and *magnetobolt's* attack modifier to +9. While you wear this crown in extreme cold, you can cast the *fly* spell on yourself at will. The item gains the Magnetovision and Crown of Shards properties.

Crown of Shards. As a bonus action, you can expend 1 charge to shoot a shard of magnetite at a target within 90 feet of you. Make a ranged spell attack (+9 to hit), which deals 3d6 piercing damage on a hit. This shard can bend around corners and ignores half and three-quarters cover.



THE LOW



ARACHKNIT ARMOUR

Armour (any light), uncommon (optional attunement)

Designed for dark elves on missions to the surface, this intricately-wrought armour is crafted from flexible panels of deep purple and green. With the capability to filter sunlight, the armour protects the fragile vision of its subterranean wearers, and is home to thousands of miniscule ‘stitch-spiders’ enchanted to sew up minor wounds.

Dome of Dimness. While in direct sunlight, this armour’s protective capabilities activate, causing all light within a **5-foot radius** to become dim. A creature does not suffer the effects of its Sunlight Sensitivity trait while it is within this area.

Optional Attunement. If you choose to attune to this armour, it gains the Knit Spider property while you remain attuned to it. This item has **3 charges** and regains all expended charges daily at dawn.

OA: Knit Spider. If you have fewer than 50% of your hit points remaining at the start of your turn, the armour automatically expends **1 charge** causing you to regain **1d4** hit points as tiny spiders emerge to sew shut your wounds.

Rare variant: Increase the healing of Knit Spiders to **2d6**.

Very rare variant: While you wear this armour and are attuned to it, spiders inoculate you against various poisons granting you resistance to poison damage. Increase the healing of Knit Spiders to **4d6**.

BASALTFORGE ARMOUR

Armour (any heavy), uncommon (optional attunement)

Angular black metal plates adorn this robust and strangely quiet armour. Sported by the controversial Basaltforge agents of Dulhjelm, this armour enhances the dark dwarves’ innate ability to turn invisible by rendering them entirely silent.

If this item normally confers disadvantage on Dexterity (Stealth) checks, the basaltforge version doesn’t.

Optional Attunement. If you choose to attune to this armour, it gains the Hush property while you remain attuned to it. The item has **3 charges** and regains all expended charges daily at dawn.

OA: Hush. As a bonus action you can expend **1 charge** to create a **5-foot-radius sphere** of magical



silence centered on you that moves with you.

This effect lasts for **10 minutes** or until you dismiss it as a bonus action. For the duration, creatures that can’t see you have **disadvantage** on **Wisdom (Perception)** checks made to spot you.

Rare variant: Increase the number of charges to **5**. The item gains the Shift optional attunement property:

OA: Shift. As a bonus action, you can expend 2 charges to gain the effects of the *enlarge/reduce* spell for the next 10 minutes.

Very rare variant: Increase the number of charges to **7**. The item gains the Shift and Stone optional attunement property:

OA: Stone. As a bonus action, you can expend **4 charges** to gain the effects of the *stoneskin* spell for the next 10 minutes.



BLOOD CRYSTAL

Wondrous item, common

In the wild, raw blood crystal lines narrow passageways, nicking passing creatures, funnelling their blood, and growing ever larger. When treated and properly enchanted, a blood crystal can be tamed into returning the life energy which it sequesteres, making a useful healing tool. Raw blood crystal is a pale pink, while crystal that has fed recently is a deep, sanguine red.

Imbue. As an action you can slice your hand and bleed onto the crystal, taking **2d4 + 2** necrotic damage as it hungrily sucks at your blood. Your hit point maximum is reduced by an amount equal to the necrotic damage taken until you next finish a long rest. The crystal gains charges equal to the necrotic damage you take and can hold a maximum of **10 charges**.

Recover. As a bonus action, you can hold the crystal to a wound and squeeze. The crystal expends all its charges and you recover a number of hit points equal to the number of charges expended.

Uncommon variant: Increase the necrotic damage to **4d4 + 4** and the maximum number of charges to **20**.

The crystal gains the Sanguine Conversion property.

Sanguine Conversion. As a bonus action, a spellcaster holding this crystal can expend **20 charges** to regain one expended 1st level spell slot.

Rare variant: Increase the necrotic damage to **8d4 + 8** and the maximum number of charges to **40**. The crystal gains the Sanguine Conversion property.

Sanguine Conversion. As a bonus action, a spellcaster holding this crystal can expend **20 charges** to regain one expended 1st level spell slot, **30 charges** to regain one expended 2nd level spell slot, or **40 charges** to regain a 3rd level spell slot.

Very Rare variant: Increase the necrotic damage to **10d4 + 10** and the maximum number of charges to **100**. The crystal gains the Sanguine Conversion property.

Sanguine Conversion. As a bonus action, a spellcaster holding this crystal can expend **20 charges** to regain one expended 1st level spell slot, **30 charges** to regain one expended 2nd level spell slot, **40 charges** to regain one expended 3rd level spell slot, or **50 charges** to regain one expended 4th level spell slot.

BOOMSHROOM

Wondrous item, uncommon

Less common than its *gloomshroom* cousin is its cousin, the *boomshroom*. This is, in part, due to the nature of how it disperses its spore: via explosion. Thin-walled sacs rupture, when disturbed, releasing a volatile liquid that combusts upon exposure to air with devastating, incendiary consequences.

As an action a creature can throw this volatile mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. It ignites flammable objects in the area that aren't being worn or carried.

CRYSTAL CLEAVER

Weapon (war pick), uncommon

Pivotal to the booming mining industry of the deep gnomes and dark dwarves is this simple, enchanted tool-weapon. Able to pierce rock, metal, and crystal more easily, the secrets to this tool's enchantments are closely guarded. In response to the increasing attempts at industrial espionage, the Deepclans of Dulhjeml have recently passed a new law, the first in a century, making it illegal, on pain of death, for any creature to take such a hallowed tool more than 5 miles from the great city.

Crystalline Cleaver. This weapon is especially good at piercing inorganic, crystalline materials, such as metal, rock, or crystal. You have **advantage** to hit creatures made of or wearing armour made of metal, rock, or crystal.

Expeditious Extraction. While wielding this weapon you have a burrowing speed of **5 feet** and can mine ore and other materials twice as quickly.

Rare variant: When you hit a creature made of or wearing armour made of metal, rock, or crystal with a melee attack using this weapon, you deal an additional **1d6** piercing damage. The burrowing speed of Expeditious Extraction increases to **10 feet** and you mine three times as quickly.

Very Rare variant: When you hit a creature made of or wearing armour made of metal, rock, or crystal with a melee attack using this weapon, you deal an additional **2d6** piercing damage. The burrowing speed of Expeditious Extraction increases to **15 feet** and you mine four times as quickly.



DOOMSHROOM

Wondrous item, rare

How to propagate as a mushroom in three easy steps. Step one: grow in perilous locations such as along a narrow, slippery ledge above a steep cliff. Step two: curse all nearby creatures to be just a soupçon more unlucky than normal. Step three: feast on the remains of unlucky adventurers who fall to their doom at the base of said cliff.

As if The Low wasn't dangerous enough, *doomshrooms* make already-treacherous passageways a touch more lethal via the cursing effect of the spores they disseminate. Often referred to as 'passive hunters', *doomshrooms* use the natural environment to bring about the demise of unwary creatures, before decomposing their remains and spreading ever further.

As an action a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of pink and purple spores. Each creature in the area must succeed on a **DC 15 Constitution saving throw** or become afflicted by the *bane* spell for the next minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

GLOOMSHROOM

Wondrous item, common

These glistening teal toadstools are a common occurrence in The Low, bathing its myriad of twisting tunnels in dim, pulsing, green light. *Gloomshrooms'* spore dispersal method has more in common with plants than it does fungi, and forms a symbiotic relationship with many of The Low's denizens. *Gloomshrooms* grant herbivores that graze upon them improved darkvision, aiding the prey animal to spot dangerous predators and make a quick getaway. One short digestive journey later, and the *gloomshrooms'* spores are deposited in a hearty pile of dung, or, if the herbivore wasn't so lucky, a nutrient rich corpse.

As an action a creature can eat this mushroom. For the next hour, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is extended by **30 feet**.

HORROR'S HOOK

Weapon (tetherhook), uncommon (requires attunement)

From the barbed hooks and ropey sinew of The Low's monstrous denizens is crafted this macabre tetherhook. This unusual weapon augments its innate ability to slash and pull a foe at range, with a magical propensity to cause its talons to grasp tight. Wrenching oneself free from this grasping tetherhook is a gruesome and painful experience, the barbs ripping at the grasped creature's flesh.

Crush. When you hit a creature with the *Horror's Hook* you can mentally command it to clench (no action required), causing the creature to become '**grasped**'. On future turns, you can use your action to cause the hooks to dig deeper into a grasped creature, dealing **2d8** slashing damage to the creature. Furthermore, each time the creature tries to move away from you, it must succeed on a **DC 13 Strength saving throw**. On a failure, the creature takes **1d8** slashing damage and its speed is reduced to **0** until the end of its turn. On a success, the creature takes the same damage and is no longer grasped. A creature that is more than 1 size larger than you automatically succeeds on this check.

You need only hold *hook's horror* in one hand to keep a creature grasped by it, but, if you stop holding *hook's horror* altogether, a creature grasped by it is immediately released. You can also release a grasped creature as a bonus action. A creature can use its action to make a **DC 13 Strength** check, freeing itself or another creature within its reach on a success.

Stretch. As an action you can launch the tetherhook at a battlement, window ledge, tree limb, or other protrusion with **50 feet** of you, mentally commanding its sinewy tether to extend well beyond its normal reach. The hooks grasp at the surface at which you throw it, giving you **advantage** on any ability check made to find purchase for the hook. The tether remains extended and the hook remains grasped on the surface until you use a bonus action to release it.

Rare variant: The weapon has a **+1 bonus** to attack and damage rolls you make with it. Increase the DC to **15**. Stretch can target protrusions within **90 feet** of it

Very rare variant: The weapon has a **+2 bonus** to attack and damage rolls you make with it. Increase the DC to **16**. Stretch can target protrusions within **120 feet** of it.



KOBOLD WRISTBOW

Weapon (hand crossbow), common (requires attunement)

Something about this cobbled-together, wrist-mounted, bow-like contraption looks wrong. It shouldn't hold together. There's nothing even holding the string in place. It must be magic. There's no writing on it but, if there was, you feel it'd be written "Kobbold RystBo".

Handsfree. The *kobold wristbow* does not require a free hand to hold or fire.

Quickshot. In response to your mental command, you can release the bow string and make a ranged weapon attack with the loaded *wristbow* as a bonus action. You must reload a wristbow before firing again.

Reload. You can reload the *kobold wristbow* using either a bonus action or an action. This requires at least 1 free hand.



PURPLE WYRMFIST

Wondrous item, rare (requires attunement)

From the striking violet chitin of the subterranean purple worm is crafted this surprisingly tactile gauntlet. Each day, the gauntlet produces a diluted version of the worm's toxin that is able to cause debilitating pain through a single touch. Purple worm chitin is a sound enhancer, able to amplify vibrations and grant its wearer the ability to detect the slightest tremor.

Purple Poison. As a bonus action you can cause the gauntlet to secrete a purple worm toxin. The next time you hit a creature with an unarmed strike, or successfully grapple a creature, the creature must make a **DC 15 Constitution saving throw**, taking **6d6** poison damage on a failure, or half as much damage on a success. After you activate this property, roll a **d6**. On a **1** or **2** you can't activate this property again until the following dawn.

Tactile Touch. As an action you can touch the ground with this gauntlet and gain tremorsense out to a radius of **30 feet** for as long as you remain in contact with the ground.

Uncommon variant: Decrease the DC to **13**, the damage to **4d6**, and the activation d6 to a **d4**. Remove the Tactile Touch property.

Very rare variant: Increase the DC to **16**, the damage to **8d6**, the activation d6 to a **d8**, and the tremorsense radius to **60 feet**.

Legendary variant: Increase the DC to **17**, the damage to **10d6**, the activation d6 to a **d10**, and the tremorsense radius to **90 feet**.



SHADOW BLOOD

Weapon (any polearm), rare (enhanced attunement)

Forged from the ichor of an undead shadow, *Shadow Blood's* fluted blade carries an acid capable of crippling even the mightiest foe. Tales tell of a dark ritual that allow *shadow blood's* wielder to strike at a foe through its shadow.

You can use a bonus action to speak this magic polearm's command word, causing viscous acid to begin oozing along the blade. While oozing, this acid sheds dim light in a **10-foot radius** and deals an extra **1d6** acid damage to any target it hits. The acid lasts until you use a bonus action to speak the command word again or until you drop or unequip the polearm.

Enhanced Attunement. Over the course of an hour you can undertake a ritual to permanently sacrifice your shadow to this weapon. After you do so, whenever you are attuned to *Shadow Blood*, it gains the Shadowpin property.

EA: Shadowpin. As an action while you hold *Shadow Blood* you can target a shadow that you can see within this weapon's reach and stab it with *Shadow Blood's* pommel-spike. If the shadow belongs to a creature, it must succeed on a **DC 15 Charisma saving throw** or take **3d6** psychic damage and have its speed reduced to 0 until you stop holding the polearm, choose to release it on your turn (no action required), or until the shadow is moved out of your reach. A creature pinned in this way can choose to repeat the saving throw at the end of each of its turns. On a success it frees itself and can move up to its speed. On a failure, it takes **3d6** psychic damage and remains pinned.





XORN RING

Wondrous item, rare

Using magic extracted from xorn teeth, this gruesome, fleshy ring grants its wearer the ability to glide through earth as well as conferring a supernatural treasure-finding sense. The teeth aren't just for show; they can chew through precious metals as easily as xorn itself.

When found, this ring has **1d3 + 3 charges**. When the last charge is expended the fleshy parts of the ring dessicate and turn to dust, causing the teeth to fall to the ground.

Cursed. This item is cursed. When you don this ring it curses you until you are targeted by a *remove curse* spell or similar magic, or until all charges are expended. As long as you remain cursed, you are unwilling to part with the ring, keeping it on your finger at all times. You have an irresistible compulsion to feed all your treasure to the ring whenever you rest and are not unconscious. The ring can eat 1 nonmagical coin or gemstone per minute.

Earth Glide. As an action, you can speak the ring's command word and expend **1 charge** to grant you a burrowing speed of **20 feet** for the next **minute**.

You can burrow through nonmagical, unworked earth and stone and you don't disturb the material you move through while under the effect of Earth Glide.

Treasure Sense. As a bonus action, you can speak the ring's second command word and expend **1 charge** to enhance your sense of smell for the next **10 minutes**. For the duration, you can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within **60 feet** of you.

Attunement variant: Give this item the 'requires attunement' property. The maximum number of charges is **3** and the ring regains **1d3** charges daily at dawn, provided it has had at least 10 gp of precious metals or gems to eat within the past 24 hours. Remove the self-destruction effect when the last charge is expended.

Uncommon variant: Reduce the burrowing speed of Earth Glide to **5 feet**, and the range of Treasure Sense to **20 feet**.

Very rare variant: Increase the burrowing speed of Earth Glide to be equal to your walking speed, and the range of Treasure Sense to **120 feet**.





THE VEILED LADY



LADY'S VEIL

Wondrous item, common (socketable, attunable)

This fine-meshed shroud can be socketed on any worn headgear or armour, such as a helmet, cloak, breastplate, or crown. Looking through the mesh, an attuned wearer can detect corpses and creatures ripe for decomposition.

As an action, you can open your awareness to magically detect corpses and undead. Until the end of your next turn, you know the location of any corpse or undead creature within **60 feet** of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. After you activate this property, you can't do so again until the following dawn.

LONGSPIKE

Weapon (rapier), uncommon (optional attunement)

The longspike grants its user the ability to strike from afar, without resorting to the use of unwieldy polearms. When grasped with force, the long, narrow blade extends, increasing the reach of its wielder's thrust, and can implant a rapidly-growing net of hyphal tethers that can bind and constrict a foe.

Hyphal Stretch. On your turn, you can squeeze the *longspike* (no action required), causing it to lengthen and increasing the reach of melee attacks you make with it by **5 feet** until the end of your turn.

Optional Attunement. You can choose to attune to this weapon, causing it to gain the Hyphal Grasp property for the duration that you remain attuned to it.

OA: Hyphal Grasp. As a bonus action while holding the rapier, you can speak its command word to cause writhing hyphal filaments to grow from it. The next time you hit a creature with a weapon attack using *longspike* within the next minute, the target must succeed on a **DC 13 Strength saving throw** or be **restrained** by the magical hyphae for 1 minute. An affected creature can use an action to repeat the saving throw at the end of each of its turns, ending the effect on a success. After you activate this property, roll a **d6**. On a **1-2** you can't activate this property again until the following dawn.

Very rare variant: Increase Hyphal Grasp's DC to **16**. You have a **+2 bonus** to attack and damage rolls you make with this magic weapon. While attuned to this weapon it gains the Hyphal Parasite property.





Hyphal Parasite. When you hit a creature with this weapon you can force it to make a **DC 16 Constitution saving throw** as a bonus action. On a failure, the creature becomes afflicted by the *fungal infection* spell (no concentration required). After you cause a creature to make this saving throw, roll a **d6**. On a **1-2** you can't activate this property again until the following dawn.

MYCELIAL CLOAK

Wondrous item, rare (requires attunement)

This hearty-scented cape is knitted from microscopic threads of autumn-hued mycelia. With alarming rapidity, the hyphae can drain a corpse, leaving it an emaciated husk and restoring its wearer to robust, good health.

Detritivore. As a bonus action you can target one Small or larger corpse or one small or larger creature with **0** hit points you can see within **15 feet** of you, causing your mycelia to burrow over to it and rapidly drain it of nutrients. If the target is alive it must succeed on a **DC 15 Constitution saving throw** or fail a death saving throw. Undead have **disadvantage** on this saving throw. On a failure, or if the target is a corpse, you regain **6d6** hit points. After you activate this feature, you can't do so again until you finish a short or long rest.

Mycelial Deconstruction. As an action you can wrap the cloak around yourself, causing your body and all the items you are wearing or holding to dissolve into thousands of mycelial threads. You gain a burrowing speed equal to your walking speed, you can burrow through nonmagical unworked earth and stone, and you don't disturb the material you move through.

While in this form you can pass through any microscopic gap large enough for a fungal hypha; have resistance to bludgeoning, piercing and slashing damage; and can't talk, manipulate objects, cast spells, or attack. You can reform in an unoccupied space as an action. After you activate this feature, you can't do so

again until you finish a short or long rest.

PAINBLINDER MYCAXE

Weapon (any axe), uncommon

The wood and iron of this once-pristine axe has been utterly devoured and replaced by a variety of fruiting fungi. Gills funnel the axe's blade, holding millions of spores in biomantic suspension, ready to unleash their pain-inhibiting effects when inhaled.

Painblind Spores. As a bonus action while you hold this axe, you can inhale its spores, numbing your extremities and stimulating muscle recruitment. Until the start of your next turn, melee weapon attacks you make with this weapon have a **+2 bonus** to damage rolls and you have **resistance** to bludgeoning, piercing, and slashing damage.

If you use your bonus action to inhale more spores at the beginning of your next turn, the effects continue without interruption. You can prolong the effects in this manner for up to **1 minute**, after which the effects end. When the effects end, you become **poisoned** for a number of minutes equal to ten times the number of rounds you were under the influence of the spores. Once you have benefitted from the Painblind Spores, you can't benefit from them again until after you finish a long rest.

Rare variant: Increase the bonus to **+3**. While under the influence of the Painblind Spores, you have **advantage** on **Strength** and **Constitution** checks as well as **Strength** and **Constitution saving throws**. You can benefit from these spores once per short or long rest.

RING OF FUNGAL SYMBIOSIS

Ring, uncommon (optional attunement)

Parasite or symbiote, the exact classification of this loop of living fungus is up for debate. When worn for an extended period, the ring co-opts its host, producing an assortment of fruiting fungal bodies each day. Whether those are of benefit or not is entirely up to how they're used.

Whenever you finish a long rest during which you wear this ring, you find a selection of toadstools have grown on the limb that sports this ring. Roll a **d4**





twice and consult the list below to determine which two mushrooms have grown.

- **Boomshroom.** As an action a creature can throw this volatile mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.
- **Bloomshroom.** As an action a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining advantage on all **Constitution saving throws** for **1 minute**.
- **Doomshroom.** As an action a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **DC 13 Constitution saving throw** or become afflicted by the *bane* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect for it on a success.
- **Gloomshroom.** As an action a creature can eat this mushroom. For the next hour, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is extended by **30 feet**.

The mushrooms last on your arm until you next finish a long rest, but lose all magical effects after 10 minutes after they are plucked. You can pluck a mushroom as part of the action to use it.

Optional Attunement. You can choose to attune to this item. While attuned, you can roll the **d4** to determine which mushrooms grow four times instead of twice.

Very rare variant: Increase all DCs to **16**. When determining which mushrooms grow on your limb, increase the **d4** to a **d6** and add the following options:

- **Zoomshroom.** As an action a creature can eat this mushroom, gaining the benefits of the *haste* spell for **1 minute**. At the start of each of the affected creature's turns, roll a **d6**. On a **1**, the effect ends and the wave of lethargy described in the spell sweeps over it.
- **Rheumshroom.** As an action, a creature can throw this sticky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of arthritis-inducing spores. Each creature in the area must succeed on a **DC 16 Constitution saving throw** or suffer the effects of the *slow* spell for **1 minute**. An affected creature can repeat the

saving throw at the end of each of its turns, ending the effect for it on a success.

In addition, while a creature is attuned to the ring, it gains the Fungal Plating property:

OA: Fungal Plating. When you finish a long rest while wearing the ring, hard sheets of organic mycoprotein cover your body. You gain the benefits of the *barkskin* spell for the next **24 hours** (no concentration required). While this magical effect persists, you gain **5** temporary hit points at the start of each of your turns.

SPORESPREADER

Staff, rod, or wand, uncommon (requires attunement by a spellcaster)

Used as a magical focus of the more humanoid-esque, 'customer-facing' hyphan colonists, sporespreaders are enchanted to facilitate the calming and assimilation of would-be interlopers. The magic in these foci can poison foes with infectious spores, or generate obscuring thick black clouds to allow their wielders to flee dangerous situations.

This focus has **7 charges** and regains **1d4 + 3** charges daily at dawn. While holding the sporespreader, you can use an action to expend some of its charges to cast one of the following spells from it, using **your spell save DC** and spellcasting ability:

- *Charm person* (1 charge)
- *Calm emotions* (2 charges)

You can also cast the *spore cloud** and *smoke-screen** cantrips from the focus without using any charges.

Rare variant: Increase the number of charges to **10** and the recharge to **1d6 + 4**. Add the following spells to the list of options:

- *Enrage** (2 charges)
- *Mortiferous pulse* (2 charges)
- *Charm people** (3 charges)

*See Appendix A





ELEMENTAL EXPLORERS





BAG OF BOULDERSTONES

Wondrous item, rare

This small mossy bag is filled with round, lichen-covered pebbles, each about 1 inch in diameter. A small note attached to the bag reads “do not throw uphill”. When found, this soft, mossy pouch holds **1d4 + 4** boulderstones, each weighing 1 ounce.

Boulderstone. As an action, you can reach into the bag and throw one of the *boulderstones* at a point you can see within 60 feet of you, speaking the stones’ command word as you do so. Immediately after landing, the boulderstone magically swells in size, becoming a 5-foot radius boulder weighing 90,000 lbs for the next hour. Any creature in the *boulderstone*’s space when it swells is shunted to the nearest unoccupied space. After this hour elapses, the *boulderstone* shrinks back to its normal size and becomes nonmagical.

If thrown on a slope, then, at the GM’s discretion, the boulder rolls **20 feet** down the slope on initiative 0 of each round, losing initiative ties. A creature whose space the *boulderstone* moves through must make a **DC 15 Dexterity saving throw**. On a failure, a creature takes **4d6** bludgeoning damage and is knocked **prone**. On a success, a creature takes half as much damage and is not knocked prone. A gargantuan creature automatically succeeds on this saving throw.

Permastone variant: Unlike *boulderstones*, which are magically enlarged for a short time, *permastones* are magically miniaturised boulders that permanently regain their normal size when activated. Originally developed to transport stone long distances, *permastones* are a bit of a liability: a well-aimed *dispel magic* can turn a pocket full of permastones into a landslide. That being said, they are very useful for blocking a door.

BASALT BELLOWS

Wondrous item, uncommon

Chiselled from the exceedingly rare basaltbeech trees of the fire plane, these bellows boast fire spider silk wrappings that insulate their wielder from the bellows’ scalding touch. Azer and Djinni alike prize this tool for its ability to bring forges up to smelting temperature quickly, allowing armour and weapons to be reforged while on the warpath.

Smith’s Friend. When using these bellows as part of the smithing process, a forge can be made hot enough to melt iron within 1 minute, and the manufacturing time for any item crafted with smith’s tools is halved while you use these bellows instead of normal ones.

This item has **3 charges**, and regains all expended charges if it spends **8 hours** in a fire, lava, or hot coals.



Flamethrower. As an action while you hold the bellows in two hands, you can expend **1 charge** to cause a gout of flame to incinerate a **15-foot cone**. Each creature in the area must succeed on a **DC 13 Dexterity saving throw**, taking **3d6** fire damage on a failure, or half as much damage on a success.

Rare variant: Increase the DC to **15**, the cone to **25 feet**, and the damage to **5d6**.

Very rare variant: Increase the DC to **16**, the cone to **40 feet**, and the damage to **8d6**.

BASALTFORGED BOW

Weapon (any bow), rare (requires attunement)

Natives of the plane of fire, basaltbeech trees exist in a state of near-petrification. Growing less than an inch a year, this basalt-suffused wood is extremely rare and, accordingly, extremely valuable. Warm to the touch, basaltforged bows are strung with fire spider silk which, for good or ill, has the tendency to set arrows aflame.

This magical bow has **3 charges** and regains all expended charges if it spends **8 hours** in a fire, lava, or hot coals. The bow is immune to fire damage.

Fire Arrows. An arrow nocked to this fiery bowstring is set aflame and deals an additional **1d4** fire damage on a hit. A nonmagical arrow set aflame in this way crumbles to ash 6 seconds after it leaves the bowstring.

Smogshot. As a bonus action, you can expend **1 charge** to enchant an arrow nocked to this bow with the power of the toxic, sulphurous fumes of a volcano. Hit or miss, this arrow detonates in a **20-foot-radius sphere** of heavily obscuring fumes centered on your target that last for **1 minute**. When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a **DC 15 Constitution saving throw**. The creature takes **3d8** poison damage and is **poisoned** until the end of its next turn on a failed save, or takes half as much damage and is not poisoned on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The effect ends early if a strong wind disperses the fumes, or if a subsequent arrow is enchanted by the *basaltforged bow*.

Uncommon variant: Remove the additional fire damage from Fire Arrows. Decrease the DC to **13** and the poison damage to **2d8**.

Very rare variant: Increase the additional fire damage to **1d8**, the DC to **16** and the poison damage to **4d8**.

CLOUDCAPE

Wondrous item; uncommon (optional attunement)

While you wear this cape of shimmering water vapour you can, with a gesture, cause it to billow behind you, creating a glimmering rainbow if you are in bright light. In addition, you have a swimming speed of **30 feet** and leave a trail of obvious bubbles in your wake whenever you swim.

Optional Attunement. If you choose to attune to this cape, it gains the Fog property while you remain attuned to it. This cape has **3 charges**, and regains all expended charges daily at dawn.

OA: Fog. As an action you can expend **1 charge** to send the vapour portion of the cloudcape to a point you can see within **120 feet** of you where it disperses, casting the *fog cloud* spell centred on that point. The spell does not require concentration when cast in this way. As a bonus action you can end the spell, causing the fog cloud to disappear and the cape to reappear on your back.

Rare variant: While you wear this cape you can breathe underwater. Increase the swimming speed to **60 feet** and the number of charges to **4**. While you are attuned to this cape it gains the Gas property:

OA: Gas. As an action you can expend **2 charges** to cast the *gaseous form* spell on yourself.

Very rare variant: While you wear this cape you can breathe underwater and gain a flying speed of **30 feet**. Increase the swimming speed to **60 feet** and the number of charges to **6**. While you are attuned to this cape it gains the Gas and Cloudstride property:

OA: Cloudstride. As an action you can expend **3 charges** to cast the *cloudstride* spell, requiring no material components.



GASTROPODA MAGMAROSA

Wondrous item, rare (requires attunement)

Within a geode-like sphere of black basalt resides a miniaturised specimen of the giant lava slug, *gastropoda magmarosa*, replete with military saddle. A creature attuned to this sphere can release the slug from this shrinking magic, calling forth a battle-ready mollusc mount. Revered for their fearsome (if short-lived) turn of speed, such slugs are used by Azer battle steeds in their forays to the Plane of Earth.

Battle Slug. While you hold the sphere, you can open it as an action, revealing the tiny slug, which immediately grows to its full, Large size in the nearest available space of your choice. It has the stats of a giant lava slug, with an Intelligence score of 6. You can communicate with it telepathically using images and emotions while it is within **1 mile** of you.

You are immune to the slug's Heated Body trait and, while you are mounted on it, have **advantage** on any checks or saving throws made to prevent cold damage or the effects of cold weather. While the slug is within **30 feet** of you and you are holding the sphere, you can recall it into the sphere as a bonus action, instantly stabilising it if it has 0 hit points.

If the slug dies, the basalt sphere summons a new slug **1d6 + 4** days later.

The slug is an elemental with AC 16, 50 hit points, immunity to fire damage, and darkvision out to 60 feet. It has walking and climbing speeds of 30 feet, and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Heated Body. A creature that is not attuned to the sphere and that touches the giant lava slug or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

GIANT LAVA SLUG

Large elemental, unaligned

Armour Class 13 (natural armour)

Hit Points 75 (10d10+20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Damage Immunities fire

Senses darkvision 60ft., passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the giant lava slug or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Slug Climb. The slug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Magmaspit. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Lava Dash (Recharge 5-6). The slug moves up to twice its walking or climbing speed in a straight line. Each creature whom the slug passes within **5 feet** of must make a **DC12 Dexterity saving throw**, taking 7 (2d6) fire damage on a failure, or half as much damage on a success.



GUSTBUSTER

Wondrous item; uncommon (requires attunement)

When there is something strange in Borealis, a disturbance in the iridescent City of Air, the Aeolian Guard will be called in to entrap the perpetrators in their *gustbusters*. Worn like a backpack, these brass and glass devices are the epitome of non-lethal policing technology.

This item has **5 charges** and regains all expended charges daily at dawn.

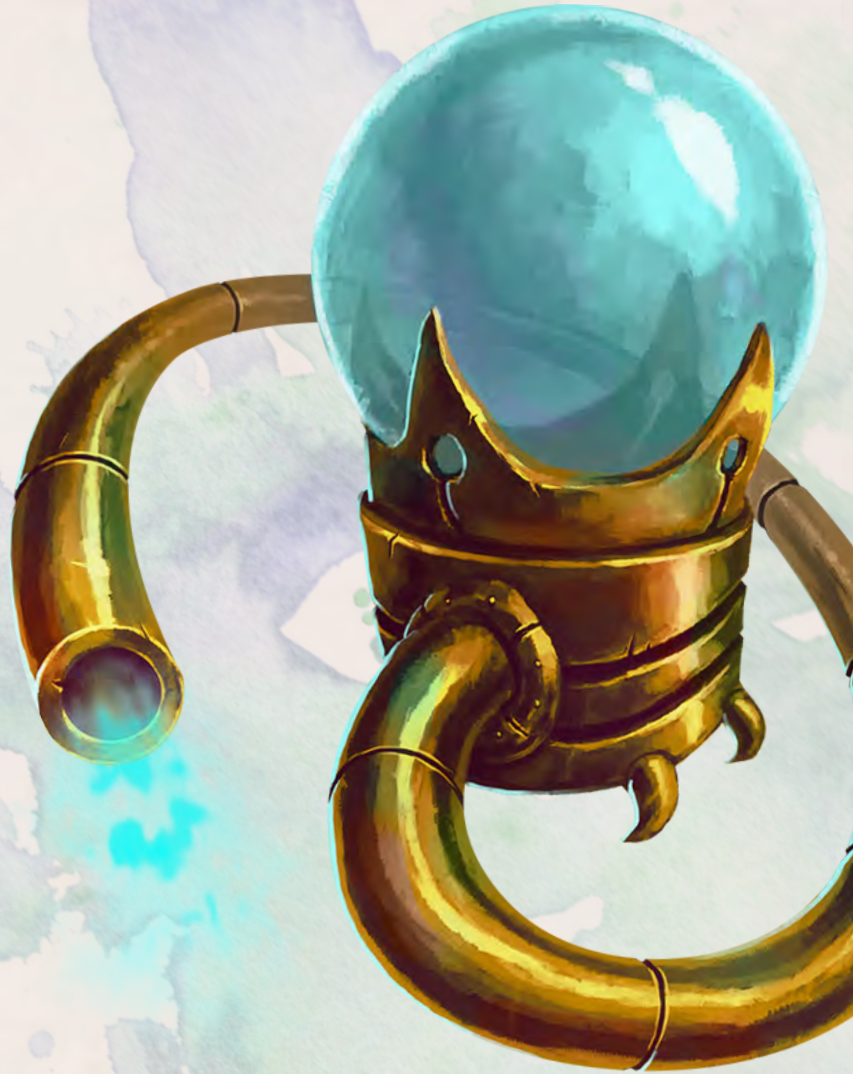
Suck. As an action while you hold the gustbuster's hose, you can target one creature you can see within **20 feet** of you and flick the control switch to 'suck', expending **3 charges**. The creature must succeed on a **DC 13 Charisma saving throw** or be sucked into the extra-dimensional chamber within the gustbuster. A creature with 10 or more hit dice automatically succeeds on this saving throw. Creatures with the Incorporeal or Air Form features have **disadvantage** on this saving throw.

Only one creature can be contained within the *gustbuster* at a time. A creature contained in the *gustbuster* can repeat the saving throw at the end of each of its turns, appearing in the nearest unoccupied space, chosen at random, on a success. After a creature fails this saving throw three times, it is trapped inside the *gustbuster* until you flick the control switch to 'blow' as an action, or it is released by magic. When you flick the switch to blow, the creature is ejected to the nearest unoccupied space of your choice.

Wind Wyrms. As an action while you hold the *gustbuster's* hose, you can pull the *gustbuster's* trigger, consuming **1 charge** and firing a Small air elemental at a creature you can see within **60 feet** of you. The target must succeed on a **DC 13 Strength saving throw** or be grappled (escape **DC 13**) by this air elemental. A Large or larger creature automatically succeeds on this saving throw. While grappled in this way, a creature is **restrained**. The air elemental disappears after **1 minute** or when the grappled creature escapes from the grapple, whichever comes first.

Rare variant: Increase the number of charges to **7**, all DCs to **15**, the number of hit die a creature needs to automatically succeed against the Suck property to **15**, the size of Wind Wyrms' air elemental to Medium, and the size of creature that automatically succeeds on the saving throw against the Wind Wyrms to Huge or larger.

Very rare variant: Increase the number of charges to **9**, all DCs to **16**, the number of hit die a creature needs to automatically succeed against the Suck property to **20**, the size of Wind Wyrms' air elemental to Large, and the size of creature that automatically succeeds on the saving throw against the Wind Wyrms to Gargantuan.





KRAKEN'S GRASP

Wondrous item, uncommon (requires attunement)

With a line of aquasilk from the humongous deep-stalker spidercrabs of the Indigo Trench, this magical, hook-less fishing rod harbours a disturbing enchantment: The delicate lure at the line's end—an array of miniature squid tentacles—can morph into a kraken's sucker-filled tentacle, grabbing hapless passing piscines.

You have a **+5 bonus** to any ability checks you make to fish with this item. The fishing line is 60 feet long and is capable of supporting a weight of up to 10,000 pounds. More weight causes the line to snap. If 30 or more slashing damage is dealt to the line in a single blow (AC 10), it snaps. A snapped fishing line grows back the following dawn.

Kraken's Whip. As an action while you hold the item in both hands, you can launch the line at a creature you can see within **60 feet** of you, causing a giant kraken's tentacle to form at the line's end and grasp at the target. Make a melee spell attack against the creature (+5 to hit). On a hit, the target takes **3d6** bludgeoning damage and, if it is a Medium or smaller creature, it is grappled (escape **DC 13**). Creatures grappled by the tentacle have **disadvantage** on ability checks made to escape the grapple. The grapple immediately ends if you stop holding *kraken's grasp*, or if you mentally command it to release the creature as a bonus action.

Kraken's Grasp. As a bonus action on subsequent turns you can mentally command the tentacle to squeeze a creature grappled by it. The creature must make a **DC 13 Strength saving throw**, taking **1d6** bludgeoning damage on a failure or half as much damage on a success.

Reel. As an action while you hold the item in both hands, you can reel in the tentacle pulling a grappled target up to **30 feet** closer to you.

Rare variant: Increase the fishing bonus to **+10**, the maximum supported weight to 15,000 lbs, all the DCs to **15**, the maximum size of creature that can be grappled to Large, and the bludgeoning damage of the Whip and Grasp properties to **5d6** and **2d6**, respectively.

Very rare variant: Increase the fishing bonus to **+15**, the maximum supported weight to 25,000 lbs, all the DCs to **16**, the maximum size of creature that can be grappled to Huge, and the bludgeoning damage of the Whip and Grasp properties to **8d6** and **3d6**, respectively.



MUD SLINGERS

Wondrous item, uncommon (requires attunement)

These oversized mud gloves are favourites in the underground globbersmack fight clubs of the subterranean city of Terra. From blinding an opponent with a well-place mud glob, to laying low entire cohorts of azers with a gloopy mireball, mudslingers are a useful addition to any arsenal.

The gloves have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Fighting Dirty. As a bonus action you can expend **1 charge** to conjure a globule of mud and fling it at a target within **20 feet** of you. Make a ranged weapon attack with the thrown (20/60 ft.) property against the target using the gloves. On a hit, if the target has eyes, it is **blinded** until the end of your next turn. A creature can use its action to clear the mud from its eyes or the eyes of another creature within its reach.

Mireball. As an action, you can spend **3 charges** to summon a 1-foot-diameter ball of mud and sling it at a point within 120 feet of you, casting the *mireball* spell (save **DC 13**).

Rare variant. Increase the number of charges to **10**, the recharge to **2d4 + 2**, and the save DC to **15**.

Very rare variant. Increase the number of charges to **15**, the recharge to **3d4 + 3**, and the save DC to **16**.

STALAGMIGHT

Weapon (lance, spear, or pike), rare (optional attunement)

Legends say that the shaft of paladin's holy spear lies at the centre of this jagged length of calcium carbonate. Twisted by aeons on the plane of earth, the restorative magic is said to have been corrupted, leaving a horrifying weapon with the ability to turn flesh to stone.

Stonestrike. When you hit a creature with this weapon, its speed is reduced by 10 feet until the end of its next turn as its skin and joints become stiff and unmoving. A creature whose speed is reduced to 0 feet in this way is **restrained** until the end of its next turn.

Optional Attunement. If you choose to attune to this weapon, it gains the Greyscale property while you remain attuned to it.

OA: Greyscale. When you hit a creature with this weapon, you can use a bonus action to cause the target to make a **DC 15 Constitution saving throw** as you unleash the full petrifying potential of the magic within. A creature that fails the save begins to turn to stone and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure or ending the effect on a success. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.



The petrification lasts until the creature is freed by the *greater restoration* spell or other magic, or you petrify another creature using this weapon. Once you activate this property, you can't do so again until the following dawn.

Very rare variant: You have a **+1 bonus** to attack and damage rolls you make with this weapon (untuned). Increase the DC of Greyscale to **16**. You can activate the Greyscale feature twice per day.

Legendary variant: You have a **+2 bonus** to attack and damage rolls you make with this weapon (untuned). Increase the DC of Greyscale to **17**. You can activate the Greyscale feature thrice per day.

TECTONIC PLATE

Armour (breastplate, half plate, or full plate), uncommon

Forged by fusing the heart of a fire elemental within the rocky plates of an earth elementals torso, the cracks of this black, basalt armour shimmer with bare-

ly-concealed heat. Remarkably warm and comfortable, this armour takes immediate retribution against any creature that would do its wearer harm.

This armour is perpetually warm to the touch. You have **advantage** on any checks or saving throws made to resist the effects of a cold environment.

Eruption. When you are hit by a melee attack, the armour sprays a spurt of magma at the attacker, dealing **1d4** fire damage to the attacker. After this effect has triggered, it can't trigger again until the start of your next turn. In addition, roll a **d6**. On a 1, the armour goes dark and this effect can't trigger again until the following dawn.

Rare variant: Increase the fire damage to **1d8** and the discharge d6 to a **d8**.

Very rare variant: Increase the fire damage to **1d12** and the discharge d6 to a **d10**.

Legendary variant: Increase the fire damage to **2d8** and the discharge d6 to a **d12**.

WATERWAND

Wand, rod, or staff; rare (requires attunement by a spellcaster)

The seas of the elemental Plane of Water brim with life: microscopic hydroplankton. These micro-organisms possess innate elemental sorcery, allowing self-propulsion through the magical control of water and the ability to heal and replicate, even in the absence of sunlight. Made of unblemished brass and mithral, the waterwand holds a watery sphere of these hydroplankton in biomantic suspension, and confers the knowledge of their magic to its wielder.

This item can be used as a spellcasting focus by casters that are permitted to use foci. This focus has **7 charges** and regains **1d6 + 1** expended charges daily at dawn. If submerged in pure water for at least **8 hours**, this focus regains all expended charges the following dawn, instead. If you expend the focus' last charge, roll a **d20**. On a 1, the wand evaporates and is destroyed.

Water Wielder. While you hold the waterwand you know the *water whip* cantrip and can cast the *create or destroy water* spells at will. In addition, you can expend charges to cast the following spells using your spellcasting save DC:

- *Riptide* (1 charge)
- *Mass healing word* (2 charges)

When you cast a spell granted to you by Water Wielder, the attack modifier, hit points restored, and/or save DC of that spell gains a **+1 bonus**.

Very rare variant: The wand has **10 charges** and regains **1d8 + 2**. When you cast a spell granted to you by Water Wielder, the attack modifier, hit points restored, and/or save DC of that spell gains a **+2 bonus**. Add the following spell to Water Wielder:

- *Control water* (3 charges)

Legendary variant: The wand has **15 charges** and regains **1d12 + 3**. When you cast a spell granted to you by Water Wielder, the attack modifier, hit points restored, and/or save DC of that spell gains a **+3 bonus**. Add the following spells to Water Wielder:

- *Control water* (3 charges)
- *Mass cure wounds* (4 charges)





WIND WHIP

Weapon (whip); uncommon (optional attunement)

Super-compressed ‘hard air’ is contained into a flexible magical field, and affixed to a handle of gold studded with sky blue topaz, aquamarine, and labradorite. A standard armament amongst the Aeolian Guard, this whip has the unique ability to extend beyond its standard reach and whip calm air into a raging whirlwind.

Long Reach. When you make a melee attack with the *wind whip* on your turn, your reach for it is 5 feet greater than normal.

Optional Attunement. If you choose to attune to this whip, it gains the Whirlwind property while you remain attuned to it.

OA: Whirlwind. As an action while you hold *wind whip*, you can whip a tornado into life in a space you can see within **15 feet** of you. This tornado is a **5-foot-diameter, 20-foot-high cylinder** of whirling wind that lasts for **1 minute** or until you dismiss it as a bonus action. For the duration, whenever the tornado is within **15 feet** of you and you are holding the *wind whip*, you can use your action to move the tornado up to **30 feet**, ending its movement in a space within **15 feet** of you that you can see.

Each creature whose space the tornado moves through for the first time on a turn must make a **DC 13 Dexterity saving throw**, taking **2d4** bludgeoning

damage on a failure, or half as much damage on a success. A creature that starts its turn inside the tornado, or moves into the tornado for the first time on its turn, must make a **DC 13 Strength saving throw**. On a failure, a creature takes **2d10** bludgeoning damage and becomes **restrained** until the start of its next turn. On a success a creature takes half as much damage and does not become restrained. The restrained effect ends early if the creature no longer occupies the same space as the tornado. The tornado sucks up any Tiny objects that aren't secured to anything and that aren't worn or carried by anyone.

After you activate this property, you can't do so again until the following dawn.

Rare variant: You have a **+1 bonus** to attack and damage rolls you make with this weapon (non-attunement). Increase the diameter and height of Whirlwind's tornado to **10 feet** and **30 feet**, respectively; the DC to **15**; the damage to **3d4** and **3d10**, respectively.

Very rare variant: You have a **+2 bonus** to attack and damage rolls you make with this weapon (non-attunement). Increase Long Reach's reach bonus to 10 feet. Increase the diameter and height of Whirlwind's tornado to **10 feet** and **30 feet**, respectively; the DC to **16**; the damage to **4d4** and **4d10**, respectively. You can summon and move the tornado within **20 feet** of you, instead of 15 feet.



MECHA KOBOLDZILLA





CRAWLY TURRIT

Wondrous item, very rare (requires attunement)

Shedding much of the mobility issues of its roly cousin (see page 236), the *crawly turret* harnesses the hit-and-run tactics of its draconic inspiration. Recycled dragon breath sacs give this five-legged, brass automaton the ability to emulate a dragon's breath, the pinnacle of kobold bio-engineering.

Deploy. As an action, you can deploy the turret, which magically animates for the next **10 minutes**. During this time, it is under your mental control while within 100 feet of you. In combat, the turret shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the turret can take any action of its choice, not just Dodge.

Once the turret has been activated, it can't be activated again until the following dawn.

Death & Healing. While the turret has at least 1 hit points, it regains **2d6** hit points if the *mending* spell is cast on it. If the turret is reduced to **0** hit points, it shatters and can't be activated again until a creature with proficiency in smith's tools or tinker's tools spends 1 hour to make a **DC 16 Dexterity (smith's or tinker's tools)** check. On a success, the turret regains 1 hit point and can be activated as normal.

CRAWLY TURRIT

Tiny construct, unaligned

Armour Class 17 (natural armour)

Hit Points 60 (8d4 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	20 (+5)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities. poison, psychic

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses. darkvision 60 ft., passive Perception 7

Languages. —

Challenge. 3 (700 XP)

Draconic Infusion. The damage type the turret's Bite, Breath Bolt, and Breath Weapon deals depends on the dragon breath sac with which it was infused: acid (black or copper) cold (silver or white); fire (brass, gold, or red); lightning (blue or bronze); or poison (green).

Spider Climb. The turret can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 7 (**1d6 + 4**) piercing damage plus 3 (**1d6**) damage (see Draconic Infusion).

Breath Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 11 (**2d10**) damage (see Draconic Infusion).

Breath Weapon (1/Day). The turret exhales elemental energy in a 20-foot cone. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 21 (**6d6**) damage (see Draconic Infusion) on a failed save, or half as much damage on a successful one.

DRAGONMAW SHIELD

Armour (shield), rare (requires attunement)

With a hinged lower portion, this shield has the appearance of a dragon's roaring mouth, complete with fiery interior. The *dragonmaw shield's* opening is, in fact, a portal to a pocket dimension. This pocket dimension is a 10-foot cube containing a forge that, due to the insulating properties of pocket dimensions, never cools. It's perfect for getting rid of trash, destroying incriminating evidence, or smelting down looted weapons.

Gnash. When a creature misses you with a melee weapon attack, you can use your reaction to force the creature to make a **DC 15 Dexterity saving throw** as the shield chomps at their weapon with its fiery maw. On a failed save, the creature takes **1d10** fire damage as the shield breathes a plume of scalding air at them. In addition, if the creature's weapon is nonmagical, then any flammable components, such as those made of wood, are destroyed.

GUNNSPIER

Weapon (any polearm), rare

"*Stab, bang, hope.*" If consulted, these are the instructions any kobold will give on using a *gunnspeer*. With a lengthy reload time and complete lack of accuracy, this matchlock-augmented polearm is usable at only one range: point blank. It also comes with a lovely ribbon and neat basket to hold all your spare shot. Cute.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Point Blank Shot. When you hit a target with an attack using a loaded *gunnspeer*, you can use a bonus action to pull the trigger, firing a plum-sized leaden ball at the target. The attack deals an additional **2d8** bludgeoning damage.

Backfire. When you use Point Blank Shot and roll an 8 on both of the additional bludgeoning damage dice, the *gunnspeer* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Dexterity saving throw** or take **4d6** piercing damage as shrapnel erupts from the weapon.

Reload. As an action, you can reload the *gunnspeer*.

Very rare variant: Three weapons in one, this upgraded *gunnspeer* can slash, shoot, and bite. The pneumatic-powered dragon's maw can run along the length of the gun's barrel before biting into a target skewered by its point.

Increase the attack and damage bonus to **+2** and the damage of Point Blank Shot to **3d8**. Remove the Backfire property and add the Chomp property:

Chomp. When you hit a target with an attack using the *gunnspeer*, you can use a bonus action to cause the jaws to shoot forward and bite into your target, dealing an additional **1d10** piercing damage to it as part of the attack.



KOBOLD FLAYMEFLOWER

Wondrous item, uncommon (requires attunement)

What could possibly go wrong carrying a portable furnace on your back? Great for keeping weeds in check, the *flaymeflower* can be dynamically adjusted to spray in a wide cone, or a focussed line. Just keep an eye on the pressure, as it looks like the rats have been chewing at the intestine hose, again.

Worn like a backpack or satchel, this patchwork vessel of scrap metal can hold a maximum of **12 charges**. Over the course of an hour, you can feed one of the following fuel options into the backpack, causing it to regain expended charges depending on the fuel's quality:

- 1 sp of seasoned wood: **1d4** charges.
- 5 gp of high quality coal or oil: **1d4 + 3** charges.
- Fire elemental core, or breath sac of a red, gold, or brass dragon: **all** expended charges.

Dragon's Breath. While holding the *flaymeflower's* maw, you can use an action to speak one of the *flaymeflower's* two command words, expending **1 charge** and causing it to spout a gout of flame in a **10-foot cone** or a **20-foot line** that is **5 feet wide** (your choice). As part of the same action, you can squeeze the maw, injecting more fuel and spending up to **3** additional charges. The size of the cone or line increases by **5 feet** or **20 feet**, respectively, for each additional charge expended.

Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **2d10** fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Backfire. When you use Dragon's Breath and roll a total of **19** or higher on the fire damage dice, the *flaymeflower* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 13 Dexterity saving throw** or take **4d6** fire damage as gouts of flame burst from the make-shift hose.

Very rare variant: Kobold ingenuity is excellent, but the execution can be somewhat lacking. Luckily, the original prototype of this flame-filled backpack has undergone some extensive upgrades; it now boasts a nigh-on indestructible braided brass hose, and can burn much hotter.

Increase the Dragon's Breath's **DC** to **16** and the damage to **4d6**. Remove the Backfire property and add the Coldfire Flame property:

Coldfire Flame. As a bonus action, you can twist the dragon's maw 180 degrees, causing the flame to burn blue and deal cold damage instead of fire damage. This change lasts until you use a bonus action to turn it back.



MAGIK OIL

Wondrous item, common (socketable)

This *magik oil* can be socketed on any item you don't mind getting oil stains on. The slow drip of oil from its never-closing spout imbues the item to which it is attached with magic, rendering the item much more durable. Metal can't be corroded by acid, wood & clothing doesn't set on fire. Strong magic, such as that from a 6th-level spell or higher, can overcome this enhanced resilience. If socketed on a weapon, that weapon's damage becomes magical. If socketed on armour, the oil lubricates the joints, remove any disadvantage on **Dexterity (Stealth)** checks the armour normally imposes.



PNEUMA BLADE

Weapon (longsword or greatsword), rare

This blade shouldn't work; the pneumatic seals are made of earwax and leather, the sprockets' teeth are all different sizes, and the structure itself is held together by an adhesive tape decorated with small ducks. The only explanation is that the sheer force of the kobold mechamagicians' belief is encapsulated within this magic sword, allowing it to chomp at its enemies.

Pneumatic Strike. After you make an attack roll with this weapon, but before the result of the attack is determined, you can use a bonus action to pull the blade's trigger. With a pneumatic thrust, the top of the weapon arcs forward and you gain a **+4 bonus** to the attack roll.

Tetanus Blade. When you hit a creature with an attack that uses Pneumatic Strike, the pathogens that live within the rusty blade are reinvigorated by its magic, and the attack deals an additional **1d8** poison damage.

Backfire. When you roll an **8** on Tetanus Blade's poison damage, dormant pathogens within surrounding creatures become reinvigorated. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Constitution saving throw** or take **4d6** poison damage and become **poisoned** until the end of its next turn.

Very rare variant: With a refined pneumatic mechanism, this upgraded version of the pneuma pneuma blade is totally, indisputably, and inarguably, 98.4385% guaranteed not to backfire. The new-fangled heating element is also almost absolutely perfect.

Increase the attack bonus of Pneumatic Strike to **+5**. Change the Tetanus Blade to Heated weapon, this property deals **2d8** fire damage instead of the 1d8 poison damage. Change the Backfire to:

Backfire. When you use the Pneumatic Strike property of this weapon and roll **8** on both of the additional fire damage dice, the heating mechanism backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 16 Dexterity saving throw** or take **4d6** fire damage as scalding pneumatic fluid bursts out.

ROLLY TURRIT

Wondrous item, rare (requires attunement)

Weighing approximately 10 pounds, this 1-foot-cube turret is bristling with armaments. From its crudely chiseled ‘bitey-bit’, to the side-mounted ‘kanon-boom’, and the fore-mounted ‘spikeys’, this magically-automated turret has but one key flaw: stairs.

Deploy. As an action, you can deploy the turret, which magically animates for the next **10 minutes**. During this time, it is under your mental control while within **100 feet** of you. In combat, the turret shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the turret can take any action of its choice, not just Dodge.

Once the turret has been activated, it can’t be activated again until the next dawn.

Death & Healing. While the turret has at least 1 hit points, it regains **2d6** hit points if the *mending* spell is cast on it. If the turret is reduced to 0 hit points, it shatters and can’t be activated again until a creature with proficiency in smith’s tools or tinker’s tools spends 1 hour to make a **DC 15 Dexterity (smith’s or tinker’s tools)** check. On a success, the turret regains 1 hit point and can be activated as normal.

ROLLY TURRIT

Tiny construct, unaligned

Armour Class 15 (natural armour)

Hit Points 44 (8d4 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities. poison, psychic

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses. darkvision 60 ft., passive Perception 7

Languages. —

Challenge. 2 (450 XP)

Backfire. Whenever the turret is critically hit, it backfires. Each creature within **10 feet** of the turret (including the turret) must succeed on a **DC 15 Dexterity saving throw** or take **14 (4d6)** piercing damage as shards of metal shoot outwards. The turret automatically fails this saving throw.

Spikey Charge. If the turret moves at least **15 feet** straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra **3 (1d6)** piercing damage. If the target is a Small or smaller creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Wheels. The turret can’t navigate over ledges greater than **6 inches** in height. If it tries to, it tumbles and is knocked prone.

ACTIONS

Multiattack. The roly turret makes two attacks.

Chomp. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. Hit: **6 (1d6 + 3)** piercing damage.

Cannonette. *Ranged Weapon Attack:* **+5** to hit, range 30/120 ft., one target. Hit: **6 (1d6 + 3)** bludgeoning damage.





ADVANCED ARSENAL



BOMBARD BULWARK

Armour (shield), rare (requires attunement)

Using the latest in arcanomagnetic technology, the *bombard bulwark* is capable of launching solid steel spheres at astonishing velocities. Initial prototypes had the unfortunate tendency to de-limb their wielder thanks to the enormous recoil generated. Thankfully, advances in Anton Spark's trademarked Kinetic Impulse Dispersion tech means that this almost never happens any more.

Cannonball. As an action while holding this shield, you can make a ranged weapon attack using the loaded cannon against a target within **150 feet** of you, dealing **4d12** bludgeoning damage on a hit. In addition, if the attack misses, or if it hits a Medium or smaller creature, the cannonball continues in a straight line beyond the target until it hits a Large or larger creature or a solid surface (GM's discretion). Make an attack roll with **disadvantage** against each additional creature or object in a 1-foot-wide line projecting beyond your original target until it hits something that makes it stop or it reaches 150 feet.

A creature with a Strength score of 15 or lower must make a **DC 11 Strength saving throw** whenever it activates the Cannonball property. On a failure, the creature takes **1d12** bludgeoning damage and is knocked **prone**. After the Cannonball property is activated, you must spend **1 minute** reloading it before it can be fired again.

Uncommon variant: Decrease the bludgeoning damage to **3d12**.

Very rare variant: While holding this shield, you have a **+1 bonus** to AC. This bonus is in addition to the shield's normal bonus to AC. Increase the bludgeoning damage to **5d12**.

Legendary variant: While holding this shield, you have a **+2 bonus** to AC. This bonus is in addition to the shield's normal bonus to AC. Increase the bludgeoning damage to **6d12**.



CHAINSHOVEL

Weapon (any axe), uncommon (requires attunement)

Dwarves aren't stupid, when they have a bone to pick with some wood elves, they're not going to walk into their forest just to get peppered by invisible archers. Instead, they'll use a tool like a *chainshovel* to burrow underneath the trees, sawing at the roots, and levelling the playing field. Literally.

Chain Rip. As a bonus action when you hit a creature with this magic weapon, you can mentally command its saw-toothed blades to activate, dealing an additional **1d4** slashing damage.

Overdrive. As a bonus action, you can send the *chainshovel* into overdrive for the next minute. For the duration, you can use the Shovel Spray property and you can't use the Chain Rip property. When you hit with an attack using the *chainshovel*, you deal an additional **1d6** slashing damage. After you activate this property, you can't do so again until the following dawn.

Shovel Spray. As an action while the chainshovel is in overdrive mode, you can ram it into a solid surface in front of you, sending a spray of blinding dirt, rock shards, or splinters in a **15-foot cone**. Each creature in the area must succeed on a **DC 13 Dexterity saving throw** or be **blinded** until the end of its next turn.

Rare variant: Increase Chain Rip's damage to **1d6**, Overdrive's damage to **1d10**, and Shovel Spray's area and DC to a **25-foot cone** and **DC 15**, respectively.

Very rare variant: Increase Chain Rip's damage to **1d8**, Overdrive's damage to **2d6**, and Shovel Spray's area and DC to a **40-foot cone** and **DC 16**, respectively.



DIMENSIONAL DOORKNOB

Wondrous item, rare

The *dimensional doorknob* is a must-have addition to the arsenal of any thief that lacks the necessary dexterity to pick locks themselves. In addition, the *doorknob's* built in escape magic allows for a quick get away when things go south. As a guard wanders a museum of precious relics, bowels of a jail, or the vault of a treasury, they might find only unlocked doors and the tell-tale glowing purple light as a teleportation portal flickers into and out of existence.

Skeleton Key. As an action you can place the doorknob over a keyhole where, for the next minute, it attempts to pick the lock. The dimensional doorknob acts as a set of Thieves' tools and automatically unlocks locks with a **DC** of **15** or lower. For higher difficulty locks, the doorknob has a **+7** modifier to its **Dexterity (Thieves' tools)** check.

Dortal. As an action while holding the *doorknob*, you can cast the *dimension door* spell. When you do so, a glowing purple portal appears in your space until the start of your next turn. Any creature up to 1 size larger than you can pass through the portal. After you activate this property, you can't do so again until the following dawn.

Uncommon variant: Remove the Dortal property and reduce Skeleton's modifier to **+5**, and the DC of lock that is automatically unlocked to **13**.

DYING LIGHT

Weapon (flail), rare (optional attunement)

When skulls, chains, and metal stakes are all you have to work with, you have to get creative. Whilst delving with his friend, Mack van Guyver, Anton Spark found himself trapped in the jail of an outpost filled with particularly pernicious pixies. Combining Mack's penchant for problem-solving, and Anton's enchantment expertise, *dying light* was born, and the pair made good their escape!

This magic weapon deals an additional **1d4** necrotic damage to any target it hits. You can choose whether this weapon deals bludgeoning or piercing damage.

Knuckleduster. When you take the attack action while holding *dying light*, you can use a bonus action to make one additional attack with its spiked handle against a target within your reach. This attack deals piercing damage equal to your Strength modifier and benefits from the additional necrotic damage the weapon deals on a hit.

Optional Attunement. If you choose to attune to this weapon, it gains the Nox property while you remain attuned to it.

OA: Nox. As an action, you can dispel the *faerie fire* spell, or cause one magical or non magical light that fits inside a 1-foot-diameter sphere to turn off (non magical) or be dispelled (magical). A magical light that was created using a spell of 3rd level or higher is immune to this effect.

Very rare variant: Increase the necrotic damage to **1d8**. The size and spell level of a light that can be dispelled increases to a 5-foot-diameter sphere, and 4th level (a 5th level spell is immune to Nox's effect).



FLAMESHAPE TORCH

Wondrous item, uncommon

Not having enough arms to hold a weapon, shield, and torch simultaneously is an issue that has stumped adventurers for years. Priests of the divine might be inclined to use the *light* cantrip whilst biomancers like Dr. Francis N. Stein grow additional arms in their constant quest for ‘self improvement’. Artificers elect for a more efficient approach: Fire hurts. Weapons hurt. Why not combine the two in this versatile, dungeon-delving tool?

As a bonus action while holding this torch, a creature can say the word “*spark*”, causing the torch to instantly light, shedding bright light in a **20-foot radius**, and dim light for an additional **20 feet**. The torch can be extinguished by conventional means, or by speaking the word “*snuff*” as a bonus action.

Flameshape. While a creature holds this lit torch it can, on its turn, speak the word “*flameshape*” followed by the name of any melee weapon that doesn’t have the finesse or two-handed properties. The flames morph their shape, and the torch assumes the properties of the associated weapon. On a hit, the *flameshape torch* deals fire damage instead of the weapons’ normal damage type. The shape can change no more than once each turn.



GOGO GADGET BAG

Wondrous item, very rare

No-one knows what this bag actually contains. Sure, it functions like a classic *bag of holding*; it's bigger on the inside, holding up to 500 pounds with a volume not exceeding 64 cubic feet. But, when you most need it, it can contain other stuff. Stuff you definitely didn't put in there, but that you're damn glad it has.

Go Go Gadget _____. As an action while you are wearing or holding the bag, you can speak the words “*go go gadget*” followed by a noun, reach into the bag, and roll a d100.

Based on the result of the roll, the GM decides what is taken out of the bag. For example, if you say “*go go gadget rope*” and roll a 10, you might get an ordinary hempen rope. A result of 30 might yield a silken rope, while a result of 90 might give a *rope of climbing*. As a rule of thumb you can use the following numbers:

- A mundane item: 10
- A more advanced mundane item: 30
- A common, consumable magic item: 50
- A common magic item: 70
- An uncommon, consumable magic item: 80
- An uncommon magic item: 90
- A rare, consumable magic item: 100

If you say a noun, but don't roll high enough to receive a magic item, you can't use that noun in a *go go gadget* request until the next dawn. For example, if you say “*go go gadget rope*” and roll a 5, you don't find anything, and you don't roll a d100 if you say “*go go gadget rope*” again.

Once an item is retrieved from the bag using this property, no further items can be retrieved from it using this property until the following dawn. Precious metals and gemstones are never available.

Uncommon version: Use the following distribution for an uncommon version of this bag:

- A mundane item: 30
- A more advanced mundane item: 50
- A common, consumable magic item: 90
- A common magic item: 100

Rare version: Use the following distribution for a rare version of this bag:

- A mundane item: 20
- A more advanced mundane item: 40
- A common, consumable magic item: 75
- A common magic item: 90
- An uncommon, consumable magic item: 100

Legendary version: Use the following distribution for a rare version of this bag:

- A mundane item: 5
- A more advanced mundane item: 10
- A common, consumable magic item: 20
- A common magic item: 30
- An uncommon, consumable magic item: 50
- An uncommon magic item: 70
- A rare, consumable magic item: 80
- A rare magic item: 90
- A very rare, consumable magic item: 100



JACKALOPERS

Wondrous item, uncommon

Inspired by the graceful, bounding jackalope, these boots confer the ability to lope gracefully across meadows, moors, and mountainsides. With a burst of extra power, an acrobatic user can leap out of the way of an incoming blow. Just make sure there's enough room or you might bang your head.

These boots have **7 charges** and regain **1d6 + 1** charges daily at dawn.

Loper. As a bonus action when you jump, you can tap the heels of the boots together, increasing the distance or height you can jump by **10 feet** for that jump, though you can't jump farther than your remaining movement would allow.

Last Second Leap. As a reaction when you are the target of an attack by an attacker you can see, or when you make a Dexterity saving throw against an effect you can see, you can tap the heels of these boots together and expend **1 charge**. You gain a bonus to your AC or saving throw equal to **1d6**.

Immediately after the attack or saving throw is concluded, make a **DC 13 Dexterity (Acrobatics)** check. On a success, you move **10 feet** in a straight line to an unoccupied space you can see. On a failure you fall **prone** in your space. If there is no unoccupied space 10 feet away from you, you automatically fail this check. This movement does not provoke attacks of opportunity.



LUMIÈRE

Weapon (trident), uncommon (optional attunement)

Made of silvered steel, this ornate candelabra-themed trident is capped by three, long, serrated spikes. When candles are mounted upon these spikes, the magic weapon's enchantment causes the flames to burn faster, hotter, and ignore the effects of wind, cold, and water.

When found, this weapon has **3d20** charges. As an action, you can remove the weapon's candles, causing it to lose all its charges. As an action, you can place 3 fresh candles on the candelabra's empty spikes, causing the weapon to gain **60 charges**.

Speaking the name of this weapon ("*Lumière*") while you hold it causes its candles to light, shedding bright light for **15 feet** and dim light for an additional **15 feet**. While lit, the weapon consumes **1 charge per minute**. The candles' flames do not waver, forming 1-foot-long spikes of roaring flame. When you hit with this weapon while it is lit it deals **1d8** fire damage on a hit instead of the usual piercing damage. You can snuff out the flames by repeating the weapon's name while you hold it.

Optional Attunement. If you choose to attune to this weapon, it gains the Burn and Wax Tomb properties while you remain attuned to it.

OA: Burn. As a bonus action you can expend **5 charges** and speak the word "*Brûlez*", causing the candle's flames to create super-long jets of flame, increasing your reach with this weapon by **5 feet** until the end of your next turn.

OA: Wax Tomb. As an action you can expend **30 charges** and speak the word "*Enterrez*", casting the spell *wax tomb* (see Appendix A), as a fountain of wax pours on one Medium or smaller creature you can see within **90 feet** of you.

Rare variant: You gain a **+1 bonus** to attack and damage rolls you make with this weapon. As a bonus action while you're attuned to this weapon, you can change the brightness of the light shed by the candles to up to **30 feet** of bright light and **30 feet** of dim light, or down to **5 feet** of dim light. When you cast the *wax tomb* spell, you cast it at 3rd level.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls you make with this weapon. As a bonus action while you're attuned to this weapon, you can change the brightness of the light shed by the candles to up to **40 feet** of bright light and **40 feet** of dim light, or down to **5 feet** of dim light. When you cast the *wax tomb* spell, you cast it at 5th level.



PANAKEET, THE FLYING PAN

Wondrous item, uncommon

Adventuring halflings rarely travel without the ability to cook up a good breakfast, second breakfast, elevenses, or luncheon. However, being an adventurer is all about being versatile; even the stoutest halfling can only carry so much and having a frying pan that can carry its own weight is a welcome boon. In addition, the more tactically minded chef-adventurers can act in concert with their familiar friend, letting it harass an enemy with its action before snatching it up to use as a magical club.

Panakeet can be used as a simple melee weapon with the properties of a magical club.

Find Familiar. While holding *panakeet*, you can speak its command word as an action, causing it to sprout brightly coloured wings, a beak, and talons, and become your familiar as per the *find familiar* spell for the next 8 hours. *Panakeet* has the statistics of a raven with immunity to fire damage and an AC of 18. At the end of the 8 hours, or if *panakeet* drops to 0 hit points, the wings and beak disappear, leaving behind a feathered frying pan, and *panakeet* can't be activated as a familiar again until the following dawn.

PORTABLE ANVIL

Wondrous item, uncommon

Inspired by the *bag of boulderstones* (see page 220), reversible shrinking magic has helped found a new business model for metalworkers; that of the travelling smith. Combined with a *dragonmaw shield*, which acts as a portable forge, this shrinkable hammer and anvil can be worn around the neck like an amulet, ready to be re-enlarged when the smith comes across a horse in need of shoeing, or a group of adventurers needing looted armour resized.

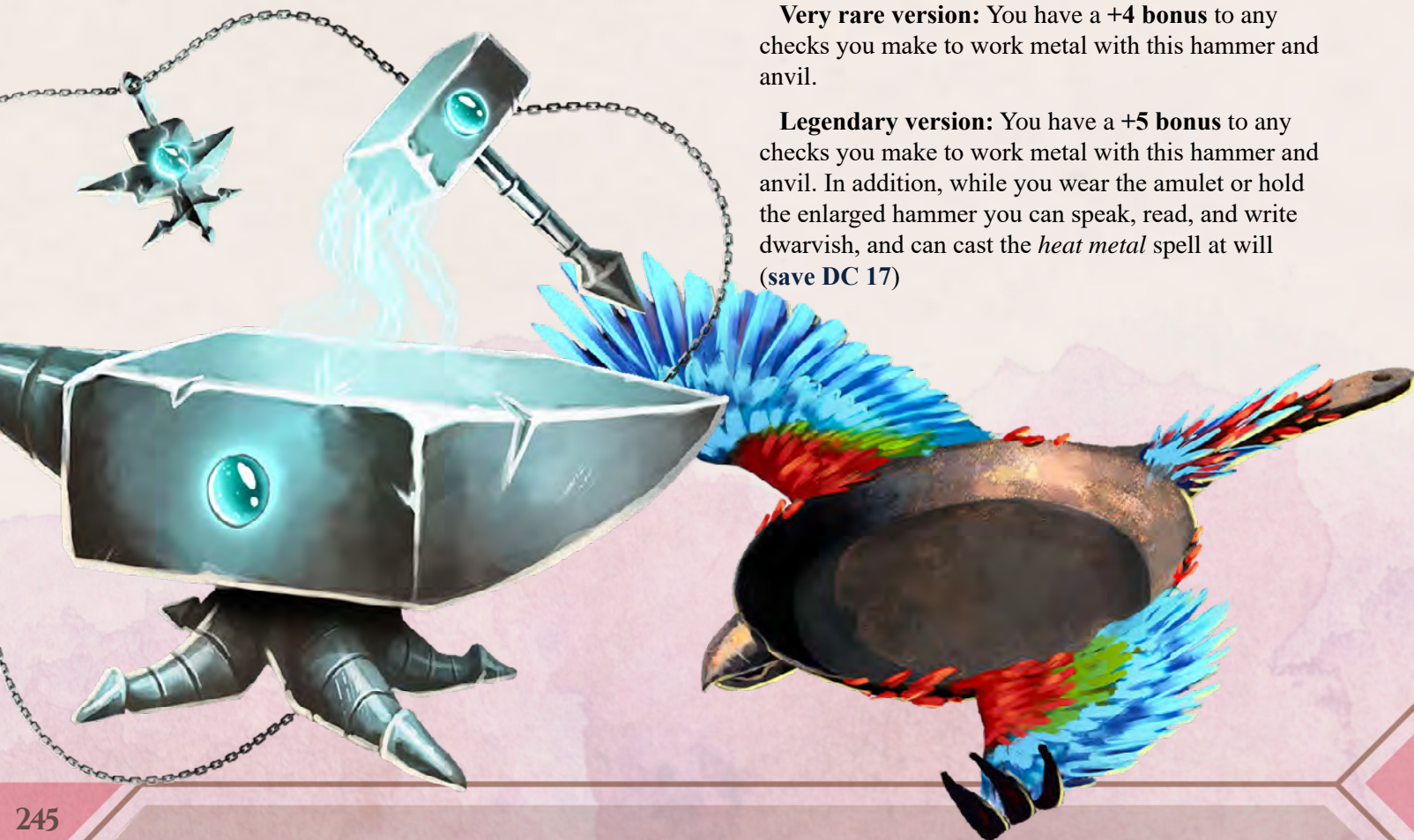
Enlarge. As an action, you can take off the steel necklace and press the embedded tourmaline. The 1-inch hammer and anvil detach from one another, and instantly grow in size by a factor of 20. The anvil weighs 1000 lbs and the hammer has the statistics of a warhammer that deals magical bludgeoning damage. Hammer, anvil, and chain are all magically protected against rust and deterioration.

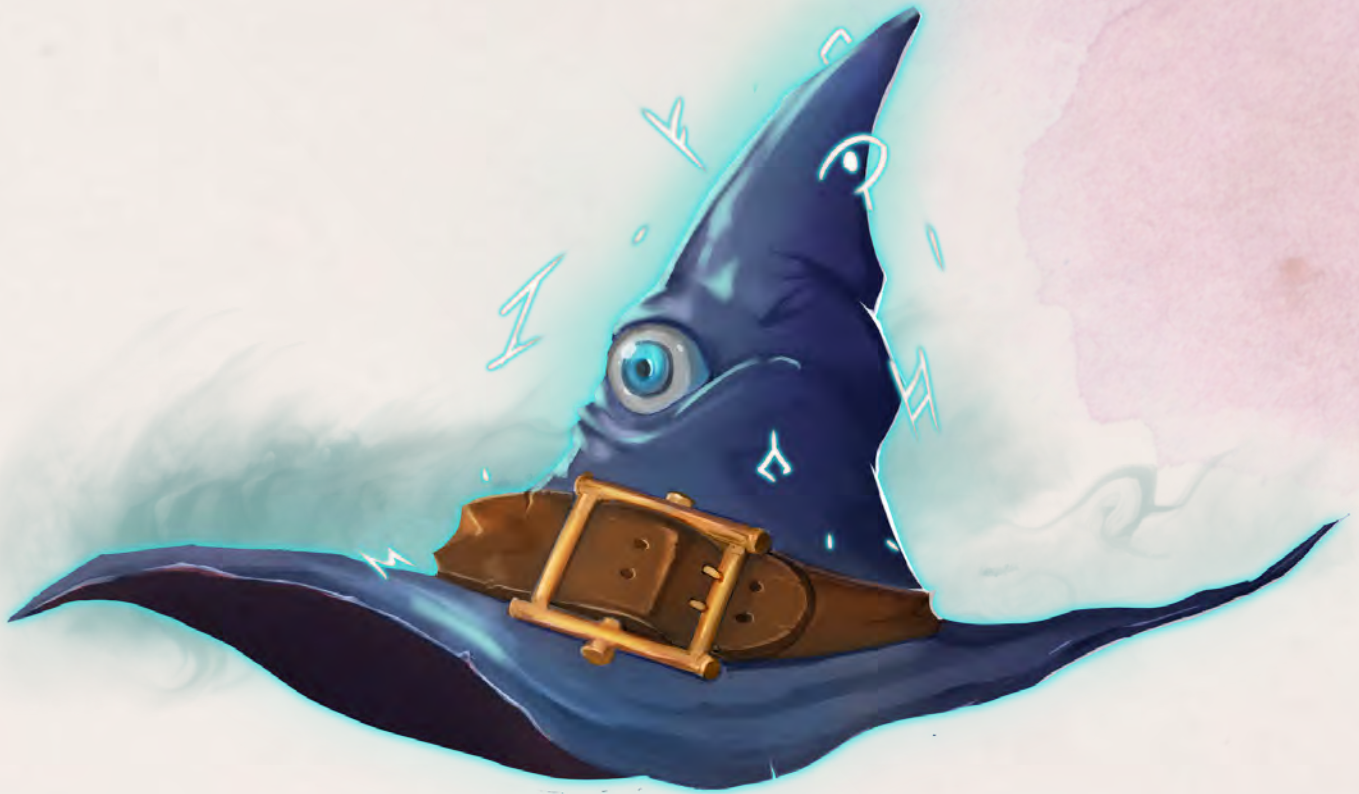
Reduce. When the chain and hammer are laid on top of the anvil, you can press either of the tourmalines as an action, causing the items to shrink and reform as an amulet.

Rare version: You have a **+2 bonus** to any checks you make to work metal with this hammer anvil.

Very rare version: You have a **+4 bonus** to any checks you make to work metal with this hammer and anvil.

Legendary version: You have a **+5 bonus** to any checks you make to work metal with this hammer and anvil. In addition, while you wear the amulet or hold the enlarged hammer you can speak, read, and write dwarvish, and can cast the *heat metal* spell at will (save DC 17)





THE THOUGHTING HAT

Wondrous item, rare (requires attunement)

Having someone looking out for you is always a nice feeling, doubly so in a horror-filled crypt. This magical hat's ability to thwart ambushes, perceive the invisible, and grant insights into a creature's defences are a must for any dungeon delver.

Consort. As a bonus action, you can use the hat to cast the *true strike* spell.

Extort. You have a **+2 bonus** to initiative checks while you wear this hat.

Report. This hat has **3 charges** and regains **1d2 + 1** expended charges daily at dawn. You can expend charges to cast the following spells:

- *Detect evil and good* (1 charge)
- *Detect magic* (1 charge)
- *See invisibility* (2 charges)

Uncommon variant: Remove the Extort property. Reduce the number of charges to 1, and the recharge to all expended charges. Remove the *see invisibility* spell.

Very rare variant: Remove Extort's initiative bonus; instead, while you wear this hat, you have **advantage** on initiative checks. Increase the number of charges to **5**, the recharge to **1d4 + 1** and add the following spells to the Report property:

- *Clairvoyance* (3 charges)
- *Arcane eye* (4 charges)

Legendary variant: Remove Extort's initiative bonus; instead, while you wear this hat, you have **advantage** on initiative checks and you can't be **surprised**. Increase the number of charges to **7**, the recharge to **1d6 + 1**, and add the following spells to the Report property:

- *Clairvoyance* (3 charges)
- *Arcane eye* (4 charges)
- *Scrying* (5 charges)
- *True seeing* (6 charges)



UBIQUIFORM

Wondrous item, uncommon

The ubiquitous uniform—*ubiquiform*, for short—was originally invented by a young Anton Spark during his days at the prestigious Magcraft Institute of Technomancy. Caught working half a dozen jobs to support his education (and an expensive enchanting habit), Anton designed this uniform to cut down on his downtime changing uniforms. Since those early days, such magic items have found themselves a home in travelling troubadour troupes, aiding in quick costume changes, as well as in the realm of spycraft.

Glamour. This item takes the form of a tabard, worn over other clothes and armour. While wearing the *ubiquiform*, you can use a bonus action to speak its command word and cause it to assume the appearance of a normal set of clothing, uniform, or some other kind of armour. You decide what it looks like, including colour, style, and accessories, but the outfit retains its normal bulk and weight (i.e. that of a light tabard). The illusory appearance lasts until you use this property again or remove the *ubiquiform*.



THE SHINING SHRINE



SUNCATCHER

Staff, rod, or wand; uncommon (requires attunement by a spellcaster)

From the beak of the suneater owlbear is extracted its ability to absorb and redirect sunlight. The suneater's bones imbue this item with the hard-headed arrogance unique to fey that prevents them from succumbing to others' charms.

While attuned to the *suncatcher*, you have **advantage** on ability checks and saving throws made to resist being charmed.

This weapon has **7 charges** and regains **1d6 + 1** charges daily at dawn.

Radiant Absorption. When a creature within **30 feet** of you takes radiant damage, you can use your reaction to redirect some of the energy to the *suncatcher*. The damage the creature takes is reduced by **1d8** plus your **spellcasting ability modifier** (minimum reduction of 1) and the suncatcher regains **2 charges**.

Radiant Deliverance. When you hit a target with a spell attack while holding the *suncatcher*, you can spend up to **3 charges** to imbue the attack with radiant energy. On a hit, the attack deals an additional **1d6** radiant damage per charge expended.

Dreamcatcher. While attuned to the *suncatcher*, you are aware when a creature is using the dream spell to contact you and can choose to end the spell early.

Rare variant: You know the *flare** and *light* cantrips. Increase Radiant Absorption's dice to **2d8**. You can expend **1 charge** to cast the *daydream* spell from the *suncatcher*.

Very rare variant: You know the *flare** and *light* cantrips. When you cast the *flare* cantrip, you have a **+2 bonus** to your attack and damage rolls for the spell. Increase Radiant Absorption's dice to **3d8**. You can expend **1 charge** to cast the *daydream* spell or **4 charges** to cast the *blinding radiance* spell from the *suncatcher*.



SUNEATER FEATHERFROND

Wondrous item, common (socketable, attuneable)

When this *featherfrond* is socketed on a holdable or wearable item, the item becomes enhanced and attuneable. The item gains the Sun Torch property for as long as a creature is attuned to it.

Sun Torch. As a bonus action you can light or snuff out the *featherfrond*. While lit, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Socketable, Attunable. When socketed on a host item that doesn't require attunement, the item gains the optional attunement property. The benefits of the socketed item are only gained when you attune to the host item.

SUNFEATHER SHROUD

Wondrous item, uncommon (requires attunement)

The pelt of a suneater owlbear possesses a brilliant dichromatic effect causing it to sparkle in the sunlight, conferring the ability to dance between patches on sunlight. Particularly well-crafted specimens can augment the magic of the featherfronds, allowing them to generate blinding flashes of light.

Sunstep. When you are in bright light, you can use a bonus action to teleport up to **60 feet** to an unoccupied space you can see that is also in bright light. When you do so, roll a **d6**. On a **1**, you can't use the Sunstep property again until the next dawn.

Rare variant: While you wear this shroud, you have **advantage** on Intimidation checks. The shroud has the Blinding Flash property:

Blinding Flash. As an action, you can cause the featherfronds to erupt in a dazzling display of bright light. Each creature within **15 feet** of you must succeed on a **DC 15 Constitution saving throw** or be **blinded** for the next minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you activate this property, you can't do so again until the shroud spends at least 1 hour absorbing bright, direct daylight.

Very rare variant: While you wear this shroud, you have **advantage** on Intimidation checks and resistance to radiant damage. The shroud gains the Blinding Flash property and you needn't roll a d6 when you use the Sunstep property; you can use it at will.





SUNWING BOW

Weapon (any bow), rare (optional attunement)

Sinew harvested from a suneater owlbear's spine can imbue arrows with low-level radiation, which is passed onto a target when struck by the ammunition. The magic of suneater feathers lies in their photometabolism; they can convert sunlight into pure, concentrated radiant energy, unleashing unholy beams of destructive force.

You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

Sunshot. While in sunlight, this bow doesn't need ammunition. If you draw this weapon's bowstring without nocking an arrow, it produces its own ammunition, automatically creating a radiant arrow when you make a ranged attack with it. The attack deals radiant damage instead of the weapon's normal damage. The arrow created by this weapon vanishes the instant after it hits or misses a target.

Irradiation. A creature that takes radiant damage from this bow becomes magically marked for 1 hour. During this time, it leaves an invisible trail that can be seen by creatures with truesight or creatures using the *detect magic* spell. The trail fades after 1 hour.

Optional Attunement. If you choose to attune to this weapon, it gains the Solar Beam property and has **3 charges**. The *sunwing bow* regains 1 expended charge daily at dawn. If it is exposed to dawn's light, it regains all expended charges instead.

Solar Beam. As an action, you can expend **1 charge** to fire a beam of solar energy in a **5-foot-wide, 60-foot-long line** originating from you. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **3d8** radiant damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Decrease the attack and damage bonus to **+1** and remove all Optional Attunement properties.

Very rare variant: Increase the attack and damage bonus to **+3**, and increase Solar Beam's save **DC** to **16** and damage to **6d8**. The item gains the Daylight optional attunement property.

Daylight. When you take the Attack action, you can use one attack to fire a radiant arrow from this bow at a surface within the bow's range and expend **1 charge**. A magical effect identical to the *daylight* spell manifests for 1 hour, centred wherever the arrow strikes the surface.





HOSPITALLER'S HOARD



BANNER OF BLOODY TRANSFUSION

Wondrous item, rare (requires attunement)

For the courageous combat nurses of the Night Hospitaller, ward work is but a pass time between battles. Armed with their blood-red banners, a Hospitaller war chaplain is a rallying point on the battlefield: their magic helps keep fear of death a distant nightmare.

Crafted from a tough, stain-proof, white fabric, this velvet-trimmed banner measures 5 feet high and 3 feet wide. An embroidered depiction of a blood sac becomes a three-dimensional sac containing a blood-based potion for the duration that the banner is unfurled. It can be attached to a 10-foot pole to serve as a standard. Furling or unfurling the banner requires an action. The banner has the following properties

Mark of Vitality. As a bonus action, you can touch the banner, causing it to emanate vitality. You and your allies have **advantage** on **Constitution saving throws** while you are within **20 feet** of the banner. This benefit lasts for **10 minutes** or until the banner is furled. Once you use this property, you can't use it again until you finish a short or long rest.

Stabilising Standard. You can stabilise unconscious creatures as a bonus action while they are within **20 feet** of the unfurled banner and within your line of sight.

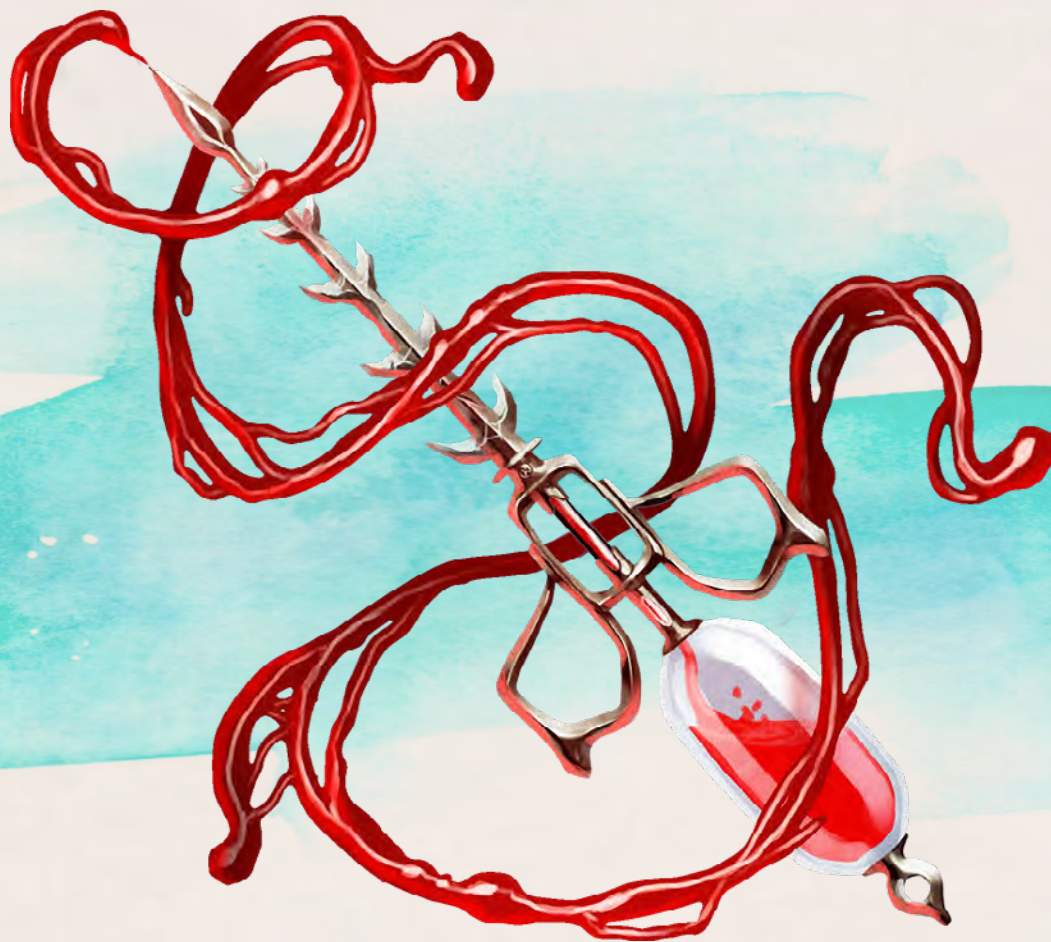
Transfusion. As a bonus action, you can touch the unfurled banner and mentally command its transfusion hose to connect with one willing or unconscious creature within **20 feet** of the banner, choosing one of the following effects:

- **Heal.** The creature regains **2d4 + 2** hit points.
- **Restore.** You end either one disease or one condition afflicting the creature. The condition can be blinded, deafened, paralyzed, or poisoned.

After you activate this property, roll a **d6**. On a 1 or 2, you can't do so again until the following dawn.

Legendary variant: Increase the range of the banner to **30 feet**, the duration of Mark of Vitality to **8 hours**, Transfusion's Heal to **6d4 + 6** hit points, and add charmed, frightened, stunned, and petrified to the conditions removed by Transfusion's Restore.





BLOODLETTER OPENER

Weapon (dagger), uncommon

Dripping with sanguine liquid, bloodletters were used to help flush out debilitating veinworms, a plague throughout the Remembered Realms, in a practice called bloodflushing. This operation could be extremely traumatic. Thus magical bloodletters—ones that retained a part of the host's blood in a reservoir to be fortified and augmented—were developed to help restore life should the operation be unsuccessful.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

As an action you can use the *bloodletter opener* to draw blood from a willing creature. Alternatively, when you hit a creature with a weapon attack using the *bloodletter opener*, you can, if the creature contains blood, draw some of the blood into the weapon's reservoir as a bonus action. You can then spend **1 charge** (no action required) to either corrupt or augment the blood, by flicking a switch on the dagger's handle. The blood becomes corrupted/augmented at the start of your next turn, and remains so until you finish a long rest.

Augment. The blood becomes enhanced with healing properties. As an action, you can inject the blood

into the creature from whom it was extracted. The creature regains **2d4** hit points and its speed increases by **15 feet** for the next **minute**.

Corrupt. The blood becomes corrupted into a poison bespoke to the creature from whom it was extracted. When you hit a creature with a *bloodletter opener* that contains that creature's corrupted blood, you can inject the bloodletter's contents into the creature (no action required). The creature must make a **DC 13 Constitution saving throw**. On a failure, the creature takes **2d10** poison damage and is **poisoned** until the end of its next turn. On a success, the creature takes half as much damage and isn't poisoned.

Rare variant: Increase the hit points restored by Augment to **3d4**. In addition, the target gains the benefits of the *haste* spell until the end of its next turn (it does not suffer the wave of lethargy). Increase Corrupt's **DC** to **15** and the damage to **3d10**.

Very rare variant: Increase the hit points restored by Augment to **4d4**. In addition, the target gains the benefits of the *haste* spell for the next minute (it does not suffer the wave of lethargy at the end). Increase Corrupt's **DC** to **16** and the damage to **4d10**.

CRANIUM RAT COWL

Wondrous item, rare (requires attunement)

From the pelt and brain of a cranium rat is crafted this morbidly cute headgear. During ‘The Occupation’, such cowls were worn as a means of avoiding detection by the hive-minded, telepathic bjorg, a race bent on subjugating all free thought. The Night Hospitaller would ferry escapees through bjorg lines before delivering them to an underground steam-powered locomotive.

Illumination. As a bonus action while you wear the cowl, you can cause the cowl to shed bright light in a 5 to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Psionics. While you wear this cowl, you can cast the following spells at will (save **DC 15**). After you do, roll a d6. If you roll equal to or lower than the spell’s level, you can’t use this property again until the following dawn:

- *Command* (1st-level)
- *Comprehend languages* (1st-level)
- *Detect thoughts* (2nd-level)

Telepathic Shroud. While you wear the cowl, you are immune to any effect that would sense your emotions or read your thoughts, determine whether you are lying, or know your alignment.

Uncommon variant: Remove Psionics.

Very rare variant: Increase Psionic’s d6 to a **d8**, the save **DC** to **16**, and add the following spells to the list: *confusion* (4th-level), *dominate person* (5th-level).

Legendary variant: Increase Psionic’s d6 to a **d10**, the save **DC** to **17**, and add the following spells to the list: *confusion* (4th-level), *dominate person* (5th-level), *dominate monster* (8th-level). While you wear the cowl, you are immune to all divination spells.





DEATHFIBRILLATOR

Wondrous item, uncommon

A versatile tool, the *deathfibrillator* is as capable at reinvigorating a dazed creature's motor skills as it is at sending them into a paralytic stupor. Designed by none other than Anton Spark himself, this medical apparatus sees as much use in brawling pits as it does sedating overstimulated patients on the wards of the Night Hospitaller.

This item has **20 charges**, and regains **1d12 + 8** charges daily at dawn. You can spend these charges in the following ways:

- **Zap (1 charge).** When you hit a target with an unarmed strike using this item, you can squeeze the handle (no action required). The target takes an additional **1d4** lightning damage.
- **First Aid (3 charges).** As an action while you hold the *deathfibrillator*, you touch a stunned or paralysed creature within your reach, sending a wave of electrostatic energy through it. The creature takes **1d8** lightning damage and is no longer stunned or paralysed.
- **Electrocute (5 charges).** As a bonus action while you wield the *deathfibrillator*, you hold its trigger, causing charge to build up. The next creature you hit with an unarmed strike using this item must make a **DC 13 Constitution saving throw**. On a failure, it takes **2d8** lightning damage and is paralysed until the start of its next turn. On a success, it takes half as much damage and is not paralysed.



EPIPENTAGRAM

Wondrous item, rare

Fiend's blood has some surprising uses. When properly decocted, it can cause hyper-stimulation of the nervous and muscular systems, temporarily relieving the effects of exhaustion, only to have them come back with renewed gusto later on.

Fiendrenaline. As a bonus action you can jab this apparatus into a willing creature within your reach, dealing **1d4** piercing damage. For the next **10 minutes**, the creature's speed is doubled, it gains a **+4 bonus** to its Strength and Dexterity score, and it ignores the effects of exhaustion. When these effects end, the creature gains a level of exhaustion and must succeed on a **DC 10 Charisma saving throw** or be possessed by a devil for **1 hour**. After you use this property, you can't do so again until the following dawn when it refills with refined fiend's blood.

Very rare variant: Decrease the duration to **1 minute**, and the bonus to Strength and Dexterity to **+2**. Decrease the Charisma saving throw's **DC** to **8**.

Very rare variant: Increase the duration to **1 hour**, and the bonus to Strength and Dexterity to **+6**. Increase the Charisma saving throw's **DC** to **14**.

Legendary variant: Increase the duration to **1 day**, and the bonus to Strength and Dexterity to **+8**. Increase the Charisma saving throw's **DC** to **18**.

HAPPY HEALPER

Wondrous item, rare

When the wards are packed, healers are deployed. These temporarily-sentient constructs act as an extra pair of hands for an overwhelmed sister of the Night Hospitaller, administering aid and stabilising those on the brink of death.

As an action while you hold the healer, you can speak the command phrase “Heal! Heal!” followed by a short instruction (see below). The bundle of alchemical paraphernalia springs into life for the next **minute**. It is a tiny construct with AC 13, 10 hit points, a walking speed of 30 feet, a Strength of 3, immunity to poison and psychic damage, immunity to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it smashes and can't be used again. It has **3 charges**, and regains **1d3** expended charges daily at dawn.

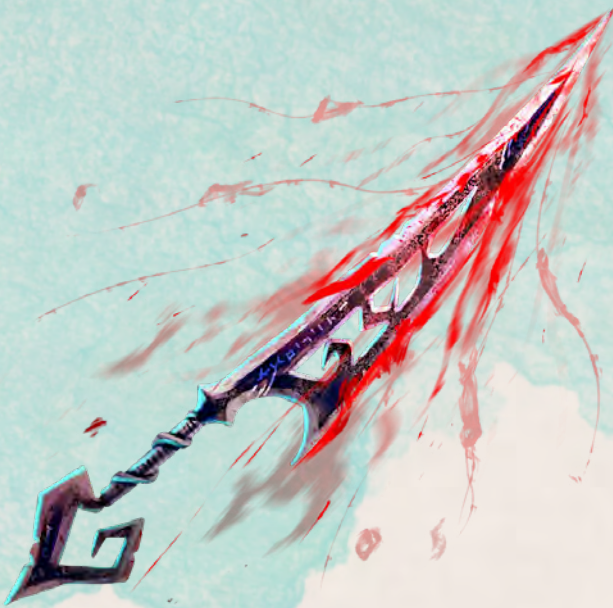
The healer takes its turn immediately after the creature who summoned it. As part of the action to summon it, and as a bonus action on subsequent turns, you can give it one of the following instructions:

- **Stabilise (0 charges)**. As an action, the healer casts the *spare the dying* cantrip on a creature within its reach.
- **Heal (1 charge)**. As an action, the healer pours a draught of healing potion into a willing creature's mouth, restoring **2d4 + 2** hit points to the creature.
- **Restore (2 charges)**. As an action, the healer performs a minor surgery on a willing creature within its reach, ending one of the following conditions: blinded, deafened, paralyzed, or poisoned.

Very rare variant: The healer has a speed of 45 feet, and AC of 16, and 25 hit points. Heal restores **4d4 + 4** hit points. Restore can end the **charmed** condition, remove one effect reducing the target's hit points maximum, or reduce the target's exhaustion level by 1.

Legendary variant: The healer has a speed of 60 feet, and AC of 19, and 50 hit points. Heal restores **8d4 + 8** hit points. Restore can end the **charmed** or **petrified** conditions, remove one curse effect, undo any reduction to one of the target's ability scores, remove one effect reducing the target's hit points maximum, or reduce the target's exhaustion level by 1.





HEART ROB

Weapon (dagger), rare

When this blade comes into contact with cardiac tissue, it immediately sends it into spasms, causing a heart attack and preventing pulmonary circulation. Such weapons are especially useful for preventing the spread of lycanthropy and vampirism by inhibiting the cursed toxins from spreading throughout a potential host's body.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to piercing damage.

When you attack a creature that has at least one heart with this weapon and roll a 20 on the attack roll, you stab the creature directly in the heart. The creature immediately gains three levels of exhaustion and begins suffocating. If its heart is restored, such as with greater restoration or similar magic, it immediately stops suffocating. A creature is immune to this effect if it is immune to piercing damage, doesn't have or need a heart, has legendary actions, or the GM decides that the creature is too big for its heart to be punctured with this weapon. Such a creature instead takes an extra **4d6** piercing damage from the hit.

Very rare variant: Increase the bonus to **+2**, and the extra damage to **6d6**.

Legendary variant: Increase the bonus to **+3**, and the extra damage to **8d6**.



HOSPITALLER'S GARB

Wondrous item, rare (requires attunement)

The Night Hospitaler are a busy lot, but that's no excuse for slovenly dress or being unprepared. The sisterhood commissioned this self-cleaning, self-replenishing raiment to provide the sisters with protection against the diseases they fought and, more importantly, to avoid the chores of washing and pressing their uniforms.

Pathogen Proof. While wearing this raiment you are immune to all diseases. In addition, you have advantage on any check or saving throw made to resist a curse. At dawn each day, this magical garb is magically cleaned and pressed, ready for action on the wards.

Useful Things. The garb has pockets and pouches containing useful things. It has one antitoxin, one essence of ether, one healer's kit (with 5 uses), and one *healing potion*. Each day at dawn, the garb conjures any used items, and replenishes any expended uses.

Very rare variant: While you wear this garb you have **advantage** on Constitution saving throws. Upgrade the *healing potion* to a *greater healing potion* and add the poison *torpor*.

Legendary variant: While you wear this garb you have **advantage** on Constitution saving throws, **resistance** to poison damage, and are **immune** to the poisoned condition. Upgrade the *healing potion* to a *superior healing potion* and add the poison *torpor*.

LONGSHOT

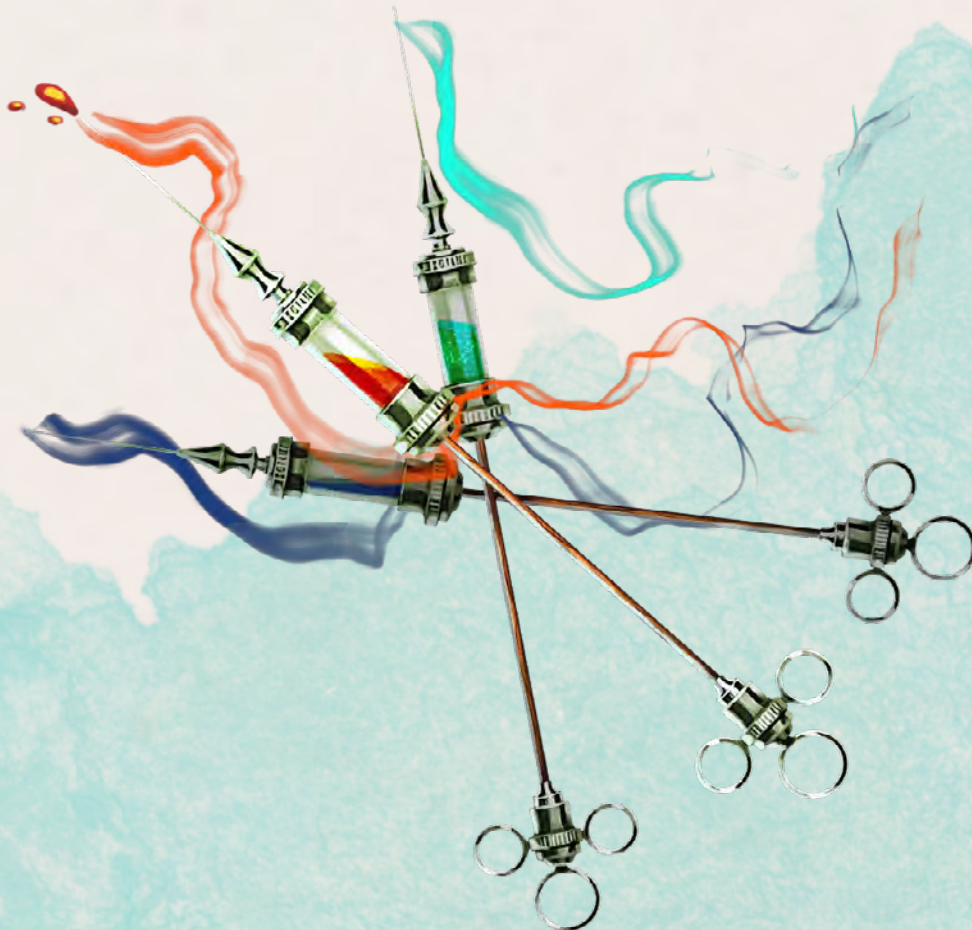
Ammunition (arrow or bolt), varies

During the veinworm plague, a cult of trypanophobic disease-worshippers refused to get vaccinated, becoming reservoirs in which the pathogen could reproduce and adapt. The Night Hospitaller, a sect of nocturnal combat nurses, developed a syringe-like ammunition as a means of delivering vaccinations from afar. Since then, this clinical tool has taken many guises, including the magically self-filling *longshot*.

Longshot ammunition contains magical elixirs that are injected into a target on a hit using a ranged weapon attack. Hit or miss, the elixir is ejected, and the ammunition behaves like an ordinary magical arrow until the following dawn, when it magically refills.

If a creature is a willing target of a ranged attack you make using *longshot* ammunition and can see you, the attack has **advantage** to hit the target. *Longshot* ammunition comes in five different flavours.

- **Red Restoration (Uncommon)**. On a hit, this ammunition doesn't do any damage. Instead, the target is healed for **2d4 + 2** hit points, and is cured of one disease or condition (target's choice). The condition can be blinded, deafened, paralyzed, or poisoned.
- **Teal Turmoil (Rare)**. On a hit, this ammunition deals the weapon's normal damage. In addition, the creature must succeed a **DC 15 Constitution saving throw** or become affected by the *slow* spell for the next **minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **Blue Benevolence (Rare)**. On a hit, this ammunition doesn't do any damage. Instead, the target is healed for **3d4 + 3** hit points, and gains the benefits of the *bless* spell for the next minute.
- **Indigo Insanity (Very Rare)**. On a hit, this ammunition deals the weapon's normal damage. In addition, the creature must succeed a **DC 16 Constitution saving throw** or become affected by the *confusion* spell for the next minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **Purple Petrification (Legendary)**. On a hit, this ammunition deals the weapon's normal damage. In addition, the creature must succeed a **DC 17 Constitution saving throw** or become affected by the *flesh to stone* spell.





PLAGUE DOCTEUR MASQUE

Wondrous item, uncommon

As any disease control specialist can attest, identifying a disease vector is half the battle in fighting it. During the veinworm plague, the symbol of the crow became synonymous with the Night Hospitaller; a representation of their hook-nosed masks and a symbol of fear and hope. These masks gave their wearers the ability to detect disease, even in its incubation stage, allowing plague-carriers to be identified and quarantined before they could become infectious. In many places, these masks are still regarded as a symbol of authoritarianism and terror.

While you wear this mask, you can see the location of poisons, poisonous creatures, and diseases within **30 feet** of you. You also identify the kind of poison, poisonous creature, or disease in each case. This vision is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Rare variant: Increase the range of detection to 60 feet. While you wear this mask, you have **advantage** on checks and saving throws made to resist the poisoned condition and you have darkvision out to a range of **60 feet**. If you already have darkvision, wearing the goggles increases its range by **60 feet**.

SER BONCOU RAGE

Wondrous item, uncommon

Dealing with curses from the Far Realms, lycanthropy, or mutations caused by the sentient, self-replicating Mut-X mutagen can jade even the most resilient nurse of the Night Hospitaller. These potions of bottled courage, all who go by the name *Ser Boncou Rage*, can imbue a terrified sister with the immense courage required to cure lycanthropy on a full moon, or protect them from the wiles of an especially charming vampire.

As an action while you hold *Ser Boncou Rage*, you can speak the command phrase “Bon courage!” followed by a short instruction (see below). The armed and armoured glass bottle bounds into life for the next **minute**. It is a tiny construct with AC 15, 15 hit points, a walking speed of 30 feet, a Strength of 5, immunity to poison and psychic damage, immunity to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it smashes and can't be used again. It has **3 charges**, and regains **1d3** expended charges daily at dawn.

Ser Boncou Rage takes its turn immediately after the creature who summoned it. As part of the action to summon it, and as a bonus action on subsequent turns, you can give it one of the following instructions:

- **Snap Out Of It! (1 charge).** As an action, *Ser Boncou Rage* yells at a creature it can see within **30 feet** of it. If that creature is charmed, frightened, grappled, or stunned by an effect that lets it repeat the saving throw at the end of each of its turns, ending the effect for it on a success, the creature can immediately repeat one saving throw of its choice, ending the associated effect for it on a success.
- **Once More Into The Breach! (2 charges).** As an action, *Ser Boncou Rage* lets out a gallant yell. Up to 4 creatures of its choice within **30 feet** of it, other than itself, gains a **d4**. Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die, but must decide before the DM says whether the roll succeeds or fails. Once the die is rolled, it is lost. A creature can't use this die in conjunction with a Bardic Inspiration die.
- **Freedom! (3 charges).** As an action, *Ser Boncou Rage* pours its contents into the mouth of a willing creature whose space it shares. For the next **minute**, the creature is **immune** to the charmed and frightened condition.

Rare variant: Increase the range of Snap Out Of It! to **90 feet**. Once More Into The Breach! Can affect up to **6** creatures and grants a **d6** instead of a d4. The immunity granted by Freedom! Lasts for **1 hour**.

Very rare variant: The range of Snap Out Of It! increases to **90 feet** and a creature has **advantage** on any saving throw triggered by this property. Once More Into The Breach! Can effect up to **8** creatures and grants a **d8** instead of a d4. The immunity granted by Freedom! Lasts for **8 hours**.

TORTURE TINCTURE

Wondrous item, very rare

This two-inch-tall phial of oily liquid has a decidedly untrustworthy air to it. Using its bandage scarf, it can climb up any surface, before depositing a dose of poison in whatever vessel, meal, or concoction its wielder chooses. Stories say such a magical contraption was used to poison a king, the origin of the veinworm plague, who'd locked himself in a high tower.

As an action while you hold a *Torture Tincture*, you can speak the command phrase "*Poison please*". This miniscule glass bottle creeps into life for the next minute. It is a tiny construct with AC 13, 10 hit points,

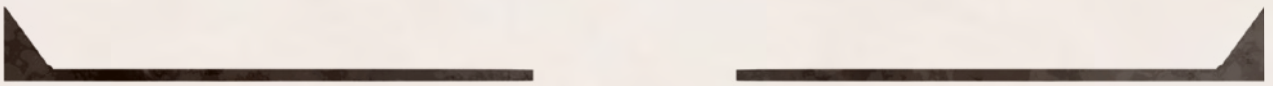
a walking and climbing speed of 30 feet, a Strength of 1, a Dexterity of 20, proficiency in the Stealth skill (+7 modifier) immunity to poison and psychic damage, immunity to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it smashes and can't be used again. It contains **one** dose of the poison torpor and regains expended doses daily at dawn.

The *torture tincture* takes its turn immediately after the creature who summoned it. As part of the action to summon it, and as a bonus action on subsequent turns, you can command it to deposit a poison in a vessel, food, or drink. When the *torture tincture* is within touching distance of the specified location.

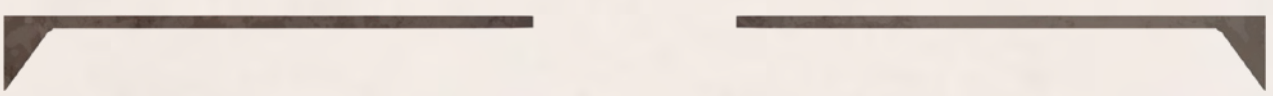
Uncommon variant: Replace the torpor poison with assassin's blood.

Rare variant: Replace the torpor poison with crawler mucus.





HALLOW'S INN



ARMoured BALLGOWN

Armour (any), uncommon (optional attunement)

Hemmed with sharpened blades, this stylish ballgown is armoured in all the right places. Not usually one to wear dresses, Heliana nevertheless donned this fearsome raiment to aid her journey across a dance floor full of zombies in the dread-filled Hallow's Inn.

Pirouette. As an action while wearing the gown, you can spin around quickly, causing the gown's blade-hems to lift in a lacerating whirlwind. Each creature within **5 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** slashing damage on a failure, or half as much damage on a success.

Optional Attunement. If you choose to attune to this gown, you can use the Dancefloor Danger property while you remain attuned to it.

OA: Dancefloor Danger. As an action while wearing the gown, you can begin spinning, and you continue to do so until the start of your next turn or until you are incapacitated. Until then, each creature that comes within **5 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** slashing damage on a failed save, or half as much damage on a successful one.

A creature can take this damage only once per turn. Opportunity attacks made by creatures within **5 feet** of you (against any target) have **disadvantage** while you are spinning.

Very rare version: Increase the **DC** to **16** and the damage to **3d8**.



BONE TO PICK

Weapon (war pick), rare (requires attunement)

On a dark desert highway stroke by a perpetually cool wind, an edifice of bone and stone, hung with shimmering, grisly-faced, orange lanterns greets weary travellers. This hotel, Hallow's Inn, bears a dark secret; once you enter the inn, you can't leave except for one day a year, the eve of its anniversary, Hallow's Eve.

Unfortunately, until that time arrives, prisoners of the inn must survive the hallways that crawl with undead, travellers that didn't survive the ordeal. When a young Heliana found herself trapped here, she crafted the bone to pick as a means of detecting passing hordes of skeletons, creating her own regiment of bodyguards, and issuing complaints to the hotel's management.

You have a **+1 bonus** to attack and damage rolls you make with this magic weapon.

Animate Bones. This item has **3 charges** and regains all expended charges daily at dawn. As an action, you can expend **1 charge** to cast the *animate dead* spell, targeting only a pile of bones.

Bone Picker. The wielder of this item gains the uncanny ability to sense and extract bones. While attuned to this item, you can detect the presence of any bones that are within **30 feet** of you and that aren't part of a living creature (including undead). In addition, over the course of **10 minutes**, you can completely remove the skeleton of a Medium or smaller creature's corpse from its flesh. If you are the carving harvester for a harvesting check that contains bones or marrow (using the rules in *Heliana's Guide to Monster Hunting*), the component DC for each bone or marrow component is reduced by 5 for you.

Uncommon variant: Reduce the number of charges to **1** and remove the bonus to attack and damage rolls.

Very rare variant: Increase the number of charges to **6** and the bonus to attack and damage rolls to **+2**. You can extract the skeleton of Large or smaller creatures' corpses.

Legendary variant: Increase the number of charges to **10** and the bonus to attack and damage rolls to **+3**. You can extract the skeleton of Huge or smaller creatures' corpses.



BOOK OF LOST SOULS

Wondrous item, rare (requires attunement)

If you consider yourself a Krick-army knife of useful skills, but lack one particular facet in your arsenal, the *book of lost souls* could be for you. This book allows you to immerse yourself in slain creatures' knowledge, potentially learning something that can help you in your adventures. The tricky part is finding a worthy soul, and capturing it!

Soultrap. As a bonus action, you can open this book and proffer it forward, shining its inner light on a creature you can see within **30 feet** of you. If the target is **CR 11** or lower, it must succeed on a **DC 15 Charisma saving throw** or become soulbound to the book for the next **minute**. A creature that succeeds on the saving throw is immune to this book's Soultrap property for the next **24 hours**.

The book can store a maximum of three souls. If a creature dies while it is soulbound to this book and on the same plane of existence as the book, and the book doesn't contain its maximum number of souls, the creature's soul becomes trapped within the book indefinitely. You can release a trapped soul as an action, or another creature can release a soul with the wish spell. A creature whose soul is trapped with the book can't be brought back to life by any means.

Souldelve. As an action, you can open the book and stare into its depths, looking into one of the souls stored in the book that you choose. Make an **Intelligence (Arcana)** check contested by the soul's creature's **Charisma (Deception)** check. If the creature's soul wishes to aid you, you automatically succeed on this check. On a failure, you take psychic damage equal to the trapped soul's CR. On a success, you can choose either Knowledge or Proficiency.

- **Knowledge.** You learn something the creature knew in life. You can ask the GM one question that can be answered with a yes or no. If the soul knows the answer, the GM must answer truthfully. If the creature doesn't know, you receive 'unclear' as an answer.
- **Proficiency.** You learn all the skills with which the creature was proficient and choose one of them. For the next **minute**, you have proficiency with that skill.

Uncommon variant: Reduce the **DC** to **13**, the **CR** to **6**, and the number of souls that can be stored in the book to one.

Very rare variant: Increase the **DC** to **16**, the **CR** to **16**, and the number of souls that can be stored in the book to four.

Legendary variant: Increase the **DC** to **17**, the **CR** to **21**, and the number of souls that can be stored in the book to five.





CAUL DRONE

Wondrous item, uncommon (requires attunement)

There's nothing worse than having to fight off a ravenous owlbear while your *boeuf bourguignon* slowly becomes carbonised to the bottom of your pot. Enter: the *caul drone*. This magical cooking pot can be a little helper; its talons can be used to ferry ingredients around the kitchen and it can lift itself off of the fire to prevent burning. Furthermore, being able to perceive through its senses gives you a real sense of how far along the cooking process is, without lifting the lid. In fact, you can even taste the food directly through the *caul drone*'s taste receptors on its inner surface. L'Arsène was very pleased with this find in the bowels of the Hallow's Inn kitchen, and has since tried to patent its design.

This scaly vessel acts as a magical cauldron, and can't be damaged by acid or fire.

Find Familiar. While holding the *caul drone*, you can use an action to speak its command word, causing it to sprout membranous wings and scaly talons, becoming your familiar as per the *find familiar* spell for

the next 8 hours. The *caul drone* has the statistics of a giant wasp with the construct type instead of beast, AC 18, and immunity to acid and fire damage. At the end of the 8 hours, or if the *caul drone* is reduced to 0 hit points, the wings and talons disappear, leaving behind a scaly cauldron, and the *caul drone* can't be activated as a familiar again until the next dawn.

Brewing Buddy. While the *caul drone* is active as your familiar, you have **advantage** on ability checks to create food, potions, or poisons if you use the *caul drone* as part of your cooking apparatus. The *caul drone* can be used in conjunction with any alchemist's tools, brewer's supplies, cook's utensils or poisoner's kit, granting you **advantage** on ability checks you make with those tools.

DECAPIPOP

Weapon (flail), rare (requires attunement)

Escaping wasn't enough for Heliana. With astounding speed and skill, L'Arsène fashioned the wheel of a nearby cart into a jagged spiral of spinning metal, imbuing it with magical levitation and arcanomagnetism. As the undead poured out of the Inn through its narrow hallway, Heliana set about slicing and dicing

them until their re-deadified corpses filled the choke point.

This magic weapon has **7 charges** and regains **1d6 + 1** expended charges daily at dawn, and deals slashing damage instead of a flail's usual bludgeoning damage.

Long Slice. As an action, you can expend **1 charge** to mentally command the blade to detach from its chain and fly in a **30-foot-long line** that is 5 feet wide, before returning to you and reattaching. Each creature in the line must make a **DC 15 Dexterity saving throw**, taking **3d8** slashing damage on a failure, or half as much damage on a success.

Circle Slice. As an action, you can expend **1 charge** to cause the flail to whip around you with devastating, magically-enhanced speed. Each creature within your reach must make a **DC 15 Dexterity saving throw**, taking **3d8** slashing damage on a failure, or half as much damage on a success.

Uncommon variant: Decrease the **DC** to **13** and the damage to **3d6**.

Very Rare variant: Increase the **DC** to **16** and the damage to **3d10**.

HALLOW'S CAT

Wondrous item, uncommon (requires attunement)

In each of the many bedrooms of Hallow's Inn is a stuffed toy. One of these toys, a skinny black cat with large, bat-like membranous wings, made it out of the Inn in Heliana's *satchel of looting*. Only when playing with it later did she realise the truly mischievous nature of this would-be kid's toy.

Find Familiar. If you use an action to tickle the stuffed toy's belly, the cat immediately becomes flesh and bone, whereupon it sinks its claws into your hand, dealing 1 slashing damage to you. The cat becomes your familiar as per the *find familiar* spell for the next 8 hours. *Hallow's cat* has the statistics of a cat with 15 hit points, a flying speed of 50 feet, the construct type instead of beast, immunity to necrotic and poison damage, and immunity to the charmed and frightened conditions. At the end of the 8 hours, or if *Hallow's cat* is reduced to 0 hit points, it turns back into a (slightly more ragged) stuffed toy and can't be activated as a familiar again until the next dawn.



HELIANA'S EVERY-FLAVOURED OWLBEARS

Wondrous item, rare

When trapped in an undead-filled inn, it's important to keep well-stocked on supplies. For that reason, and much to the consternation of his recent ally, Heliana, L'Arsène took a detour while crossing the wight-filled waiting room to purloin the reception's entire supply of gummy owlbears. Heliana later forgave him when the charisma-fortifying food helped her fend off possession by ghosts.wv

This pouch of gummy owlbears contains **3d4 + 3** gummies. As a bonus action, you can grab a gummy from the pouch and eat it. At the end of the turn, roll a **d4**. You gain one of the following randomly-determined benefits for the next 10 minutes:

- **1 - Beakbear.** Your mouth turns into the jagged maw of an owlbear. As an action, you can emit a terrifying screech-roar. Each creature that can hear you within **30 feet** of you must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of you for the next **minute**. A creature frightened in this way can repeat the saving throw at the end of each turn, ending the effect on itself on a success. Your jagged maw is a natural weapon, which you

can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to **1d10** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

- **2 - Clawbear.** You grow long claws from your fingers and toes. For the next **minute**, you have gain a climbing speed of **30 feet** and your claws are natural weapons that can be used to make unarmed strikes. If you hit with the claws, you deal slashing damage equal to **2d4** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **3 - Featherbear.** Your torso and clothing becomes covered in feathers and wings sprout from your back. You gain a flying speed of **30 feet** for the next **minute**.
- **4 - Sunbear.** You gain a crown of gold-and-mauve feathers, as well as the arrogance and force of personality of a suneater owlbear. For the next **minute**, you have **advantage** on all **Charisma** checks and **Charisma saving throws** and are **immune** to the **frightened** condition.

If you eat a gummy while still under the effects of a previous gummy, you become **poisoned** for the next **minute** and lose the effects of the first gummy.



HIGH STAKES

Wondrous item, uncommon

Then came the vampire spawn. With the help of L' Arsène Upin, who had found himself trapped in the kitchen after hearing of the countless treasures in the Inn, Heliana created this bloodsucker-shucker. A multi-barreled, automated, repeating crossbow, this 4-foot-long device has a handy coffin full of spare stakes attached to its flank and a crucifix for a cross-hair. Its name comes from the time taken to get it up to speed; there is a small pause before this arcanomechanical device unleashes its devastating deluge of douglas-fir darts.

High stakes has **9 charges** and regains **1d6 + 3** expended charges daily at dawn.

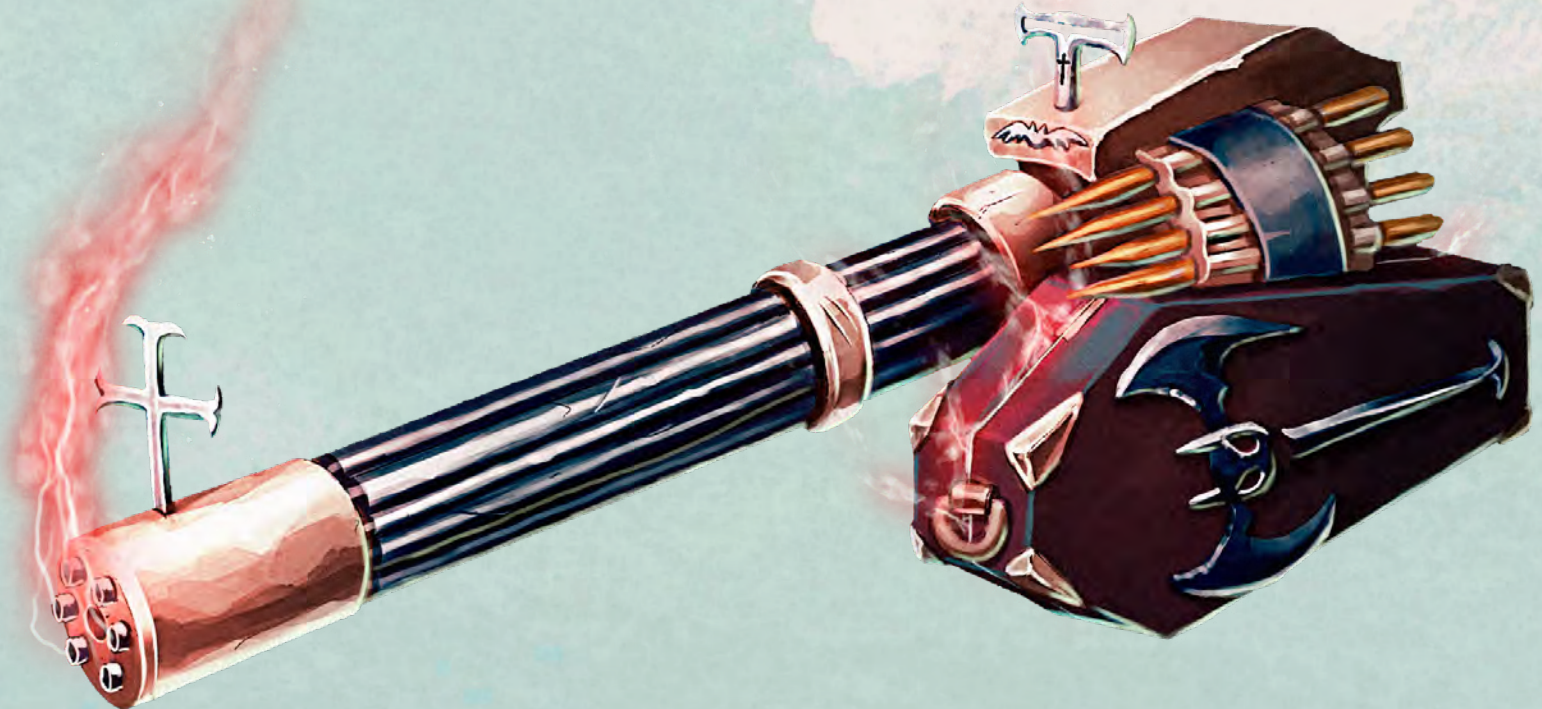
Splinter Spray. As a bonus action while you hold a loaded *high stakes* in both hands, you can hold down the trigger, causing the internal arcanomechanical clockwork to begin churning and creating a noise that can be heard for **100 feet**. At the start of your next turn the device spins up to full speed and you can use your

action to expend **1 charge**, continuing the spinning and firing splinters in a **30-foot cone**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d4** piercing damage on a failed save, or half as much damage on a successful one. Alternatively, you can use your bonus action to continue to hold the trigger halfway and maintain the spinning until the start of your next turn, without consuming a charge.

If the device ever stops spinning, such as if you don't use a bonus action or action to make it spin, stop holding it in two hands, or are incapacitated or disarmed on the item, the mechanism stops and requires a bonus action to begin spinning again. Once this device has fired three times (using three separate actions), you must spend an action to load a new stake into it before it can be fired again.

Rare variant: Increase the **DC** to **15**, the cone to **40 feet**, and the damage to **6d4**.

Very rare variant: Increase the **DC** to **16**, the cone to **50 feet**, and the damage to **8d4**.



KEEPER'S EYE

Wondrous item, uncommon (requires attunement)

Dancing between the rays of moonlight, Heliana ducked, jumped, and rolled her way from shadow to shadow. L'Arsène—ever practical—glanced down at his family heirloom, the keeper's eye. It was open. "Uh oh," he thought. "Heliana," he whispered, "I don't think we've managed to avoid det—" but his call was cut short as a huge, multi-pupiled eye opened at the end of the hallway, six smaller eyes quickly following suit.

Thief Sense. Not being seen is a real boon for a thief. Moreover, *knowing* you've not been seen is the real decision maker. While wearing this amulet, the eye remains open while you are perceived by one or more creatures using vision or any other sense (such as tremorsense) listed in a creature's stat block. The eye shuts while you aren't being perceived. If a creature is suspicious of your presence, but hasn't yet spotted you (such as if you make a noise), the eye half-opens.

When you finish a long rest, you can designate any number of creatures that you can see. Those creatures' perception doesn't trigger the eye's magic.



MUMMY WRAPS

Wondrous item, rare (requires attunement)

As Hallow's Eve approaches, the undead of Hallow's Inn get restless. It's like they know that the quarry upon which they feast have this one day each year to escape, and they want to cram their mouths full with every morsel. The inn seems to lock and unlock doors of its own accord, funneling its inhabitants together. At times like these, fighting on after death is the only way to not get eaten, no matter the cost.

These linen-wrap gloves have a rough, sandy quality to them, but feel durable and resilient.

Cursed. These gloves are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the gloves, wearing them at all times.

Mummification. Whenever you are reduced to 0 hit points, you don't fall unconscious. Instead, the linen wraps extend, mummifying you and allowing you to fight on. Each time you take damage in this state, your hit point maximum is reduced by the damage you would have taken if you had hit points. If your hit point maximum is reduced to 0, you die and are



immediately reborn as a mummy (which the GM controls). Your hit point maximum is restored when you finish a long rest.

Decomposition Delay. While you wear these gloves, you have **resistance** to necrotic damage.

POTION OF LIVING DEATH

Potion, rare

As much as it pains Heliana to admit it, sometimes fighting isn't an option. With marrow from an undead bone, L'Arsène whipped up this de-vitalising brew, allowing the pair to pass through the Inn's wight-filled waiting room, hidden in plain sight.

When you drink this potion, you take on the appearance, smell, mannerisms, and decayed, gravelly voice of an undead creature for the next **8 hours**. During this time, undead creatures with a passive **Insight** of **15** or lower perceive you as undead, and will not attack you unless commanded to by their master. While you are under the influence of this potion, your creature type changes to undead, and you have **disadvantage** on **Charisma (Persuasion)** and **Wisdom (Animal Handling)** checks made to interact with creatures that dislike undead.

Very rare variant: Increase the passive **Insight** to **16** or lower. In addition, you gain resistance to poison damage while under the influence of this potion.

Legendary variant: Increase the passive **Insight** to **17** or lower. In addition, you gain immunity to poison damage and the poisoned condition while under the influence of this potion.





ROBE OF THE FORLORN

Wondrous item, rare (requires attunement)

Have you ever wanted to just fade into the background after embarrassing yourself? Well now you can! When you find yourself at a dead end, such as when Heliana and L'Arsène ended up in the Hallow's Inn refrigerator, being able to walk through walls and disappear is quite a boon. Not only that, but locking your pursuers in a room using an immovable ball and chain can seriously increase your chances of survival.

This white, linen robe is mostly unadorned except for the floating metal orb that silently follows it on a 5-foot-long, detachable metal chain, which you can detach or reattach as an action.

Etherealness. As an action, you can become ethereal for up to **10 minutes**, as per the *etherealness* spell. You can end the effect early (no action required). Once you activate this property, you can't do so again until the next dawn.

Ghost. As a bonus action, you can cast the *invisibility* spell on yourself with a duration of 'Concentration up to **10 minutes**'. Once you activate this property, you can't do so again until the next dawn.

Ball and Chain. As an action, you can speak the robe's command word, causing the ball to lock into place. Until you speak the command word again while within 60 feet of the ball, the ball doesn't move, even

if it is defying gravity, but can rotate. The ball and chain can hold up to 8,000 pounds of weight. More weight causes the ball to deactivate and fall. A creature can use an action to make a **DC 30 Strength** check, moving the fixed ball up to **10 feet** on a success.

If you activate the ball while it is attached to you, you can't be moved more than 5 feet from where the ball is fixed. You can detach the ball and chain before or after activating it as part of the same action. If you detach it, it de-materialises at the next dawn and re-attaches to your robe.

Uncommon variant: Decrease the duration of the Etherealness property to **1 minute** and remove the Ghost property.

Very rare variant: Increase the duration of the Etherealness property to **8 hours**. You can use the Ghost property up to three times before the next dawn.

Legendary variant: Increase the duration of the Etherealness property to **8 hours** and the Ghost property to **1 hour**. You can use the Ghost property up to three times before the next dawn. When you use the Ghost property, you can decide whether to be affected by the *invisibility* spell for **1 hour** (no concentration required), or the *greater invisibility* spell for **1 minute**.





TAR-RASQUE



JAW BREAKERS

Weapon (any one-handed sword), rare (optional attunement)

Forged as a pair, these magic weapons are crafted from the matching upper and lower jaw bones of a tar-rasque. Their innate magic—and one of the reasons the tar-rasque's bite is so powerful—creates an arcanomagnetism that pulls the two jawbones together, dealing devastating damage to whatever lies between them.

You gain a **+1 bonus** to attack and damage rolls you make with each of these magic weapons. These weapons deal piercing damage instead of their usual damage type.

Chomp. When you engage in two-weapon fighting using these two weapons and hit the same target with your action and bonus action, the attack you make as a bonus action deals an additional **1d8** damage on a hit.

Optional Attunement. You can choose to attune to a pair of jaw breakers. They count as a single magic item with regard to the number of magic items you can attune to. When you do so, the weapons gain the Swirling Dervish property while you are attuned to them.

OA: Swirling Dervish. Harnessing the power of the blades, you leap over a target, becoming a tornado of lacerating blades. As an action while you wield both jaw breakers, you can perform a magically-enhanced jump, attacking creatures you pass over. This jump has a maximum distance of **20 feet**, is a straight line, and each foot you clear on the jump costs one foot of movement. You can make one attack against a creature under you in each 5-foot space over which you jump. These attacks always alternate main-hand, then off-hand.

For example, if you jumped over one Huge creature, you could make three attacks against it (the second one dealing Chomp's extra damage on a hit). If you jumped over three Medium creatures, you could make one attack against each (with no extra damage from Chomp).

Very rare variant: Increase the bonus to **+2**, and Swirling Dervish's jump distance to **25 feet**.



TARROBE

Wondrous item, rare (requires attunement)

Fossilised bones and oilcloth, a lipid-rich mesh of viscous crude oil and lipophilic fibres, forms the basis of this magical robe. In the same way the oil refracts light in rainbow hues, the cloth has a natural resistance to magic, occasionally sending spells ricocheting back at the caster.

Oily Barrage. While you wear this robe, you can cast a variety of oil-based spells. This robe has **7 charges** and regains **1d6 + 1** charges daily at dawn. You can expend charges to cast the following spells (+7 to hit, save **DC 15**). Some spells are changed to be oil-based.

- *Grease* (1 charge)
- *Create or destroy oil* (2 charges; as *create or destroy water*, but oil instead of water)
- *Mireball** (3 charges; instead of mud, thick, rancid fat and oil is conjured)

Spell Reflection. While you wear this robe, any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a **d8**. On a 1 to 7, you are affected as normal. On an **8**, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Legendary variant: While you wear the robe you can speak and understand Terran. Increase the number of charges to **12** and the recharge to **1d8 + 4**. Add the *bone cage* and *conjure elemental* (oil elemental only, see Appendix C) spells to the Oily Barrage property (5 charges each). The Spell Reflection property reflects a spell back on a roll of 7 or 8 (you are affected as normal on a 1-6).

TERRORASQUE

Weapon (any two-handed melee), rare (requires attunement)

From the fossilised teeth of a tar-rasque is extracted the magic of rage and ferocity. Upon attuning to this weapon, you gain the ability to unleash terrifyingly monstrous roars, and swing the enormous, bone-handled blade with astounding aggression.

You gain a **+1 bonus** to attack and damage rolls you make with this magic weapon. This weapon has **5 charges** and regains **1d4 + 1** charges daily at dawn.

Ferocious Blow. As an action, you can expend **1**



charge to call upon the spirit of the tar-rasque and make a mighty swing with this weapon. If the attack hits, roll **four** times as many damage dice for the weapon as normal for this attack. This dice multiplication does not affect additional damage from abilities such as smite or sneak attack, and is unaffected by critical hits. If the attack misses, you fall **prone** and your speed is reduced to 0 until the start of your next turn.

Terrorise. As a bonus action, or as part of the bonus action you use to activate the Rage class feature, you can brandish the *terrorasque*, amplifying your yell with that of a tar-rasque's. Each hostile creature within **60 feet** of you that can hear you must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you for the next **minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success. After you use this property, you can't do so again for **1 hour**.

Very rare variant: Increase the bonus to **+2**, the number of charges to **7**, the recharge to **1d6 + 1**, and the **DC** of checks and saves to **16**. Increase Ferocious Blow's damage multiplier to five times the weapon's damage dice. The weapon gains the Tar Strike property:

Tar Strike. As an action, you can mentally command this weapon to ooze tar, expending **1 charge** as you make one attack against a creature with it. On a hit, the target suffers the weapon attack's normal effects and is **restrained** for **1 minute**. The creature can use its action to make a **DC 16 Strength** check, ending the restrained condition on a success.

TINYTAR

Wondrous item (socketable), common

With the sentient tar of a tar elemental and a dose of enchantment magic, one can craft this friendly and amenable little helper. When applied to anything you can hold, the *tinytar* ensures you don't accidentally drop it.

Grippy. This small, magical phial contains an animate and excitable tar. When applied to the handle of a weapon, shield or other held item, the first creature to hold that item can't be disarmed of the item against its will as the *tinytar*. The creature can still sheathe or drop the item if it desires; the *tinytar* is very intuitive. As an action you can hold the magical phial to the *tinytar* causing it to shlink back inside.



VISCOUS SYMBIOTE

Wondrous item, rare (requires attunement)

While unworn, this item appears as a puddle of viscous tar and bone shards. When you attune to this amorphous ooze, it slides up your arms, enhancing them with an extra-cutaneous layer of malleable, oily muscle.

Armhancements. While attuned to this item, whenever you make an ability check that uses Strength, you can treat a d20 roll of 7 or lower as an **8**.

Malleable Skin. When you make a melee attack on your turn, your reach for it is **5 feet** greater than normal.

Very rare variant: Protruding from your tar-coated hands are long claws, natural weapons which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to **2d4 + your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike. In addition, the oil coating your body morphs to protect you from incoming blows. You gain **3** temporary hit points at the start of each of your turns.

Legendary variant: Protruding from your tar-coated hands are long claws, natural weapons which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to **2d4 + your Strength modifier**, instead of the bludgeoning damage normal for an unarmed strike. In addition, the oil coating your body morphs to protect you from incoming blows. You gain **5** temporary hit points at the start of each of your turns. The item gains the following properties:

Mask. This oily symbiote can react to danger, enhancing your senses. As a reaction immediately before you roll initiative, you can command the oil to cover your face for the next **minute**. For the duration, you have **advantage** on initiative checks and Dexterity saving throws, and gain blindsight out to **30 feet**. After you activate this ability, you can't do so again until the following dawn.

Reactive Tentacles. Whenever you are the target of a melee attack by an attacker you can see within **10 feet** of you, you can use your reaction to make a melee attack (+**9** to hit) against that attacker immediately after its attack concludes. This attack deals **2d8** piercing damage on a hit.







DRACONIC ARMOURY



AMETHYST COSMOS

Staff, rod, or wand, very rare (requires attunement)

Suspended in an invisible gravimantic field, the shards of gemstone that float around this item refract a kaleidoscopic display of light in shades of mauve, indigo, and lilac. The concentric disks mimic a solar system, an homage to the amethyst dragons and their adoration of celestial bodies.

The item has **10 charges** and regains **1d8 + 2** expended charges daily at dawn.

Irresistible Force. This item allows you to manipulate the forces of gravity. As a bonus action while holding it, you can expend **1 charge** to target a creature you can see within **60 feet** of you, forcing it to make a **DC 16 Strength saving throw**. On a failed save, the creature is pulled or pushed up to **20 feet** directly toward or away from you (your choice). A creature can choose to fail this saving throw.

Planetary Prison. As an action while holding this item, you can cause the stones hovering around its tip to detach from their metal disks and increase in size as they fly towards a Medium or smaller creature you can see within **30 feet** of you, attempting to coalesce around it in a rocky prison. The creature must make a **DC 16 Dexterity saving throw**, with **disadvantage** if it's an aberration. On a failed save, the creature takes **8d6** bludgeoning damage and is trapped inside a **5-foot diameter** sphere of rock, which hovers a few feet above the ground. On a success, the creature takes half as much damage and isn't trapped.

A creature trapped in this way is **restrained** and can't breathe. Attacks, spells, and other effects can't extend through the sphere or be cast through it. As a bonus action while a creature is trapped, you can cause the sphere to contract and crush the creature within, dealing **2d6** bludgeoning damage to it. The sphere lasts for **1 minute** or until you dismiss it (no action required), causing the stones to shrink and teleport back to this item. A trapped creature can use an action to make a **DC 16 Strength** check, freeing itself on a success. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant. Reduce the **DCs** of the checks and saving throws to **15**, and the initial damage of Planetary Prison to **6d6**. The item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.



Legendary variant. Increase the **DCs** of the checks and saving throws to **17**, the damage of Planetary Prison to **10d6** and **4d6**, respectively. The item has **12 charges** and regains **1d10 + 2** expended charges daily at dawn.



ARGENT GLIDERS

Wondrous item, rare (requires attunement)

These meticulously crafted boots imbue their wearer with the nimble grace of the majestic silver dragon. Made by the elven smith Brimbor to honour the Forgemaster, they are always comfortably cool and a snug fit, enchanted to perfectly adapt to any type of terrain or activity.

These boots have **2 charges** and regain all expended charges daily at dawn.

Ice Glide. When you step onto slippery terrain, such as ice or that created by the *grease* spell, while wearing these boots, magical blades of frost instantly form under your feet, allowing you to glide smoothly and easily on the hazardous ground. While these blades are out, you ignore difficult terrain caused by slippery terrain. In addition, while on that type of terrain, you have **advantage on Dexterity saving throws**, you automatically succeed on saving throws made to avoid falling prone, and your walking speed is increased by **10 feet**.

Slip and Slide. As an action while wearing these boots, you can expend **1 charge** to stomp your feet on the ground and release a burst of chilling magic that freezes the ground within **15 feet** of you, covering it in a thick layer of slippery ice and turning it into difficult terrain. When the ice appears, each creature standing in its area must succeed on a **DC 15 Dexterity saving throw** or fall **prone**. A creature that enters the area for the first time on a turn or ends its turn there must also make the saving throw. This effect lasts for **1 minute**, after which the ice melts away.

Uncommon variant. Reduce the **save DC** to **13**. The boots have no charges, and using the Slip and Slide property costs no charges, but once that property has been used, it can't be used again until the next dawn.

Very Rare variant. Increase the **save DC** to **16**. When you use this property, each creature in the area also takes **4d6** cold damage on a failed save, or half as much damage on a successful one. A creature that fails subsequent saves doesn't take this damage.

AZULASH

Weapon (whip), rare (requires attunement)

At first glance, this vitriolic whip appears to be an ornate handle or baton, constructed out of polished, glossy blue scales of lapis lazuli. With lightning speed, a lash of crackling electricity can spark into life, channeling the fiercely territorial nature of the blue dragon.

While grasping the handle of this weapon, you can use a bonus action to cause a lightning whip to form from its tip, or make it disappear. This magic whip adds **10 feet** to your reach when you attack with it on your turn (instead of 5 feet), deals lightning damage instead of slashing damage, and deals an extra **1d4** lightning damage to any target it hits. The whip has **3 charges** and regains all expended charges daily at dawn.

Static Field. While holding the whip, a **20-foot-radius sphere** of static electricity centred on you causes creatures' hair to stand on end. Whenever a creature you can see moves into or within this sphere, you can use your reaction to expend **1 charge**, forcing the creature to make a **DC 15 Constitution saving throw**

as the static discharges towards it. On a failed save, the creature takes **6d4** lightning damage and its speed is reduced by **15 feet** until the start of its next turn. On a successful save, the creature takes half as much damage and its speed isn't reduced.

Patient Observer. While holding this weapon, you gain the patient observational habits of a hunting blue dragon. As a bonus action, you can attempt to discern weaknesses and openings in a creature you can see within **60 feet** of you. Make a **Wisdom (Insight)** check contested by that creature's **Charisma (Deception)** check. If you succeed, you gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Uncommon variant. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns, instead of every target. Reduce the Static Field property's **save DC** to **13** and damage to **4d4**.

Very Rare variant. Increase the extra lightning damage on a hit to **1d6**, the Static Field property's **save DC** to **16**, and the number of charges to **6**. The whip regains **1d4 + 2** expended charges daily at dawn.





BRAZEN SHELTER

Wondrous item, uncommon (requires attunement)

This long, flowing cloak was crafted in the image of the gregarious brass dragon. Peering closely at the fabric reveals an intricate pattern of thousands of tiny scales that gleam brightly in the light. Though thick and ornate, the cloak is remarkably lightweight and doesn't impede its wearer's movements.

Protective Lining. The magic of the cloak shields its wearer against extreme heat and cold. While wearing it, you and everything you wear and carry are unharmed by temperatures as low as **-50 degrees** and as high as **70 degrees Celsius**.

Sound Sleep. This cloak can be rolled around you and used as a cosy sleeping bag. When you spend a short rest using the cloak as a sleeping bag, if you roll any Hit Dice to regain hit points, you can reroll any 1s or 2s. You must use the new rolls. When you spend a long rest using the cloak as a sleeping bag, you recover **1** additional expended Hit Die at the end of the rest.

Adaptable Conversationalist. While wearing the cloak, you gain a brass dragon's appetite for conversation. You can cast the *comprehend languages* spell

from the cloak. While under the effect of the spell, you have **advantage** on ability checks made to convey information through gestures or mimicry. After you use this property to cast the *comprehend languages* spell, roll a **d6**. On a 1-3, you can't use this property again until the next dawn.

Rare variant. *Sound Sleep* allows you to recover a number of additional expended Hit Dice equal to your proficiency bonus instead of just 1. *Protective Lining* also reduces cold and fire damage that you take by **3**.

Very Rare variant. *Sound Sleep* allows you to recover a number of additional expended Hit Dice equal to your proficiency bonus instead of just 1. *Protective Lining* also reduces cold and fire damage that you take by **3**. You always have **advantage** on ability checks made to convey information through gestures or mimicry.

Add the *tongues* spell to the spells that can be cast using the *Adaptable Conversationalist* property. After you use this property to cast the *tongues* spell, you can't use this property to cast the *tongues* spell again until the next dawn.



BRONZE BULWARK

Armour (shield), rare (requires attunement)

This mighty shield was forged in the image of the stalwart bronze dragon; an impenetrable defence against evil and tyranny. A wielder can harness its repulsive powers to deflect missiles, repel enemies, or hover above liquids.

The shield has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Repelling Blast. When you are hit by a melee attack while holding this shield, you can use your reaction to expend **1 charge** and release a blast of repulsive energy, forcing the attacker to make a **DC 15 Strength saving throw** if it is within **10 feet** of you. On a failed save, the attacker is pushed up to **30 feet** directly away from you and knocked **prone**.

Deflection. You can also use this shield's repelling property to attempt to deflect projectiles while holding it. When you're hit by a ranged weapon attack roll, you can use your reaction to expend **1 charge** to force the attacker to reroll the attack roll and use the new roll's result.

Surf's Up! The shield is also capable of producing a gentle repelling field when placed on a liquid, allowing it to hover a few inches above the surface. While hovering in this way, you can stand on the shield and speak its command word to make it glide across the liquid. You control the movement and trajectory of the shield, which has a speed of **60 feet** and can carry up to **400 pounds**. If you take damage while standing on the shield in this way, you must succeed on a **DC 15 Dexterity saving throw** or fall **prone** off of the shield.

Uncommon variant. Reduce the save **DC** of the Repelling Blast property to **13**. The shield has **4 charges** and regains all expended charges daily at dawn.

Very Rare variant. Increase the save **DC** of the Repelling Blast property to **16**. You gain a **+1 bonus** to AC while holding this shield, in addition to a shield's normal bonus.



COPPER CUIRASS

Armour (any medium or heavy except hide), uncommon (requires attunement)

To complement this robust but aerodynamic suit of armour, the ingenious smith Brimbor devised a pair of intricate mechanical wings, powerful enough to raise their wearer aloft and imbue them with dizzying speed and agility. They produce a soft, soothing hum when gliding through the air.

The armour has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Aerial Dash. The armour's large wings propel its wearer through the air, but can only remain active for short periods of time. As a bonus action while wearing it, you can expend **1 charge** to gain a flying speed of **30 feet** until the end of your turn.

Trick of the Flight. The wings can be deployed at a moment's notice. When you make a **Dexterity saving throw** while wearing this armour, you can use your reaction to expend **2 charges** in order to fly up to **20 feet** without provoking opportunity attacks. If this movement takes you out of the area of the effect that

triggered the saving throw, you gain **advantage** on the saving throw and, if you would take half damage on a successful save, you instead take no damage on a success.

Rare variant. Using the Aerial Dash property now gives you a flying speed of **60 feet**. Using the Trick of the Flight property only costs **1 charge**. In addition, the shield gains a new property:

Safe Landing. When you would take damage from falling, you can use your reaction to expend **1 charge** to try and use the wings to avoid the impact at the last second. Make a **DC 13 Dexterity (Acrobatics)** check. On a success, you take no damage from the fall.

Very Rare variant. The armour has **12 charges** and regains **1d8 + 4** charges daily at dawn. Using the Aerial Dash property now gives you a flying speed of **60 feet**. Using the Trick of the Flight property only costs **1 charge**. The shield also gains the Safe Landing property, but costs no charges.

CRIMSON TYRANT

Weapon (any axe), very rare (requires attunement)

This fiery axe is the masterpiece of the renowned elven smith, Rhuinon, and their final entry into the ongoing contest to curry the favour of the mysterious Forgemaster. Meticulously crafted to evoke the arrogant ferocity of the red dragon, Rhuinon is sure this formidable weapon will grant them a resounding victory over their competitors.

This magic axe deals an extra **1d8** fire damage to any target it hits. While holding the axe, you have **advantage** on **Intimidation** checks against humanoids that perceive themselves as having a lower social standing than you (GM's discretion). The axe has **12 charges** and regains **1d8 + 4** expended charges daily at dawn.

Kneel Before Me. As a bonus action while holding this axe, you can target a creature you can see within **30 feet** of you and expend **1 charge** to channel the tyrannical might of a red dragon. When you do, your axe flares with intense flames and an illusory burning crown momentarily manifests over your head. The creature must succeed on a **DC 16 Wisdom saving throw** or fall **prone**, prostrating itself before you.

Punish the Defiant. Much like a red dragon can't abide when others defy its mandates, neither do you. When a creature you can see within **30 feet** of you succeeds on a saving throw against one of your spells or effects and you are holding this axe, you can use your reaction to expend **2 charges** to force it to make a **DC 16 Constitution saving throw** as hot air surrounds the target. The creature takes **4d6** fire damage on a failed save, or half as much damage on a successful one.

Rare variant. Reduce the extra fire damage on a hit to **1d6**. Reduce the number of charges to 6 and the **save DCs to 15**. The axe regains **1d4 + 2** expended charges daily at dawn. Reduce the damage of Punish the Defiant to **3d6**.

Legendary variant. Increase the extra fire damage on a hit to **1d10**. Increase the **save DCs to 18**. Kneel Before Me no longer costs **1 charge** to use.



CRYSTAL SEER

Wondrous item, uncommon (requires attunement)

Contemplative and curious, this striking spyglass sparkles with dazzling, prismatic beauty. In the lofty high elf halls of Kri'astula, the renowned jewelsmith, Nerys, harnessed the light of the sun, stars, and crystal dragons to craft this far-seeing device. Perceiving objects distant in both time and space, a crystal seer is coveted by knowledge-seekers the world over.

The spyglass has **4 charges** and regains all expended charges daily at dawn.

Channel the Sun. While holding this spyglass during the daytime, you can use an action to expend **1 charge** to channel the cleansing power of sunlight. A beam of positive energy erupts from the tip of the spyglass towards a creature you can see within **30 feet** of you. If that creature is under an effect that allows it

to make a saving throw at the start or end of its turn to end it, it can immediately make an additional saving throw, with **advantage**, and without suffering from the effects of a failed saving throw.

Study the Stars. This property can only be used at night. You can spend **10 minutes** examining the constellations through the spyglass, searching for signs or omens to interpret. At the end of that time, you can expend **1 charge** to cast the *augury* spell. Looking through the spyglass to use this property always reveals the clear sky outside, regardless of where you are or the current weather.

Rare variant. The spyglass has **5 charges**. You can use the Channel the Sun property as a bonus action instead of an action.

Very Rare variant. The spyglass has **8 charges**. You can use the Channel the Sun property as a bonus action instead of an action. You can use the Study the Stars property to cast the *divination* spell, which costs **2 charges** and has a casting time of **1 hour**, during which time you must use it to study the stars.





DEEPSHOT

Weapon (any firearm), uncommon

Accompanied by a musty aroma, this magical, dark iron firearm produces a multitude of dusky mushrooms each day. Releasing a toxic torrent from each crop of toadstools, the spore-filled salvo produces effects reminiscent of the debilitating deep dragons of The Low.

Toxic Shot. As an action while holding this firearm, you can release a burst of toxic spores in a **30-foot cone**. Each creature in the area must make a **DC 13 Constitution saving throw**. On a failed save, a creature takes **5d6** poison damage and is **poisoned** for **1 minute**. On a successful save, a creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

Rare variant. Increase the **save DC** to **15** and the damage to **7d6**. The item has the Sludge Shot property:

Sludge Shot. As an action while holding this firearm, you can release thick, sticky sludge in a **30-foot cone**. Each creature in the area must succeed on a **DC 15 Strength saving throw** or be **restrained** by the sludge. A creature can use its action to make a **DC 15 Strength** check, freeing itself or another creature within **5 feet** of it on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

Very Rare variant. Increase the **save** and check **DCs** of the item's properties to **16**, and the damage of Toxic Shot to **8d6**. The item has the Sludge Shot and Torpor Shot properties:

Torpor Shot. As an action while holding this firearm, you can release a cloud of addling spores in a **30-foot cone**. Each creature in the area must succeed on a **DC 16 Wisdom saving throw** or come under the effect of the *slow* spell for **1 minute** (no concentration required). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

EMERALD ARCHIVE

Wondrous item, rare (optional attunement)

This heavy tome is expertly bound in fine leather, crafted using viridescent enamel to resemble the scales of the emerald dragon. Its pages of thick vellum wait to be filled with precious knowledge. The gem at the centre of the cover can project beautiful illusionary illustrations of the book's contents, enhancing the reading experience, and causing Humperdink to label it a 'fancy pop-up book'.

Tales of the Past. The book holds information on up to **3** unique areas. Whenever you make an Intelligence check to recall or learn information about one of the recorded areas, you gain **advantage** on that check if you take **10 minutes** to consult the book.

Optional Attunement. While you are attuned to this book you can use the Write & Record and Glimpse of the Past properties.

OA: Write & Record. While holding the book, you can take **1 hour** to attune your senses to the land within **1 mile** of you, concentrating on this process as if you were concentrating on a spell. At the end of the duration, a portion of the book's pages are filled with fragments of information regarding the area's flora, fauna, geography, history, customs, and folklore. This area becomes one of the areas described in the Tales of the Past property; if recording a new area would put the book over its limit, you choose an older location to be erased from the book.

OA: Glimpse of the Past. While holding the book, you can cast the *hallucinatory terrain* spell from it, but only to create an illusion of a portion of one of the areas recorded in the book's Tales of the Past property. The spell lasts **1 hour** and requires your concentration when cast in this way. Choose a timeframe within the last **5 days** and make an **Intelligence** check. The resulting illusion replicates the state of the area at the time of your choice, even showing creatures and events that took place in it, with a level of detail dependent on the result of your check, as indicated by the table below. Once this property of the book has been used, it can't be used again until the next dawn.



Intelligence Check	Detail
<10	Creatures appear as hazy blobs. Movement is staggered and erratic. All sound is white noise.
10-14	Creatures are defined enough to make out details such as race, build, age, and clothing, but faces are still blurry. Movement is smooth, but imprecise. It's possible to make a distinction between types of sounds (speaking, music, ambient noise, etc.), but words are indiscernible.
15-19	Faces are visible, and details such as eye and hair colour, and the rough shape of facial features, are discernible. Movement is precise, but smaller details such as facial expressions or subtle gestures are not captured. Words are understandable, but voices are difficult to identify.
≥20	Creatures are perfectly represented, down to the smallest facial detail. Subtle expressions and fine gestures are meticulously displayed. All sound is crisp and clear.

Uncommon variant. The book can record **1** area. When using the Glimpse of the Past property, you must select a timeframe within the last **24 hours**.

Very Rare variant. The book can record up to **5** areas. When using the Glimpse of the Past property, you can select a timeframe within the last **10 days**.

GOLDEN GLORY

Wondrous item, very rare (requires attunement)

This resplendent helmet radiates the regal glory of the gold dragon. A paradigm of the art of smithing, Brimbor himself can attest to having created no finer work, nor better chance of winning the Forgemaster's contest. This helm grants its wearer the ability to inspire others, and a curious appetite for gemstones.

The helmet has **5 charges** and regains all expended charges daily at dawn.

Draconic Roar. As a bonus action while wearing this helmet, you can expend **1 charge** to let out a fierce, earth-shaking roar that weakens your foes' bodies and resolve while emboldening your allies. Each hostile creature within **15 feet** of you that can hear you must make a **DC 16 Wisdom saving throw**. On a failed save, whenever the creature makes an attack roll before the end of its next turn, it must roll a **d4** and subtract the number rolled from the result. In addition, when you roar, up to three willing creatures of your choice within **15 feet** of you that can hear you are inspired and strengthened. Whenever one of those creatures makes an attack roll before the end of its next turn, it can roll a **d4** and add the number rolled to the result.

Wealthy Diet. While wearing this helmet, you know the location of precious gemstones worth at least **10 gp** within **30 feet** of you (including through total cover). In addition, you're able to consume these gems to bolster your vitality. As an action, you can eat a gem you're holding to regain hit points equal to one fifth of its value in gp. Once you've recovered **50 hit points** using this property of the helmet, you can't regain more hit points in this way until the next dawn. If eating a gem would cause the number of hit points gained to go over this limit, you only gain hit points up to the limit.

Rare variant. Decrease the **save DC** to **15** and the number of charges to **3**. When you eat a gem, you regain hit points equal to one tenth of its value in gp.

Legendary variant. Increase the **save DC** to **17**, the number of charges to **6**, and the maximum number of hit points that can be recovered using Wealthy Diet to **75**.



MIDNIGHT CORROSION

Weapon (any sword), uncommon (requires attunement)

Rhuinon's second submission to the Forgemaster was a cruel and vicious sword inspired by the malevolent black dragon. Every crushing swing made with this sword fills its wielder with an exhilarating glee and a burgeoning desire to cause more pain. Tempered in a magical acidic mixture, the sword's dark blade constantly exudes mild caustic fumes.

This magic sword deals an extra **1d6** acid damage to the first target it hits on each of your turns. The sword has **4 charges** and regains all expended charges daily at dawn.

Killsense. While holding this sword, you always know which hostile creature within **30 feet** of you, that isn't behind total cover, currently has the fewest hit points.

Exploit Weakness. Crushing the weak fills you with a draconic ferocity. As a bonus action while you are within **30 feet** of the creature that this sword indicates has the fewest hit points, you can expend **1 charge** to gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Sweet Savagery. Whenever you score a critical hit against a creature with this weapon, your soul sings with the sweet savagery of battle and you gain **1d6** temporary hit points, which last for 1 minute.

Rare variant. The sword deals **1d6** extra acid damage to any target it hits, instead of the first target you hit on each of your turns.

Very Rare variant. The sword deals **1d8** extra acid damage to any target it hits, instead of **1d6** to the first target you hit on each of your turns. Increase the temporary hit points gained from the Sweet Savagery property to **3d6** and the number of charges to **10**. The sword regains **1d6 + 4** expended charges daily at dawn.





MOONSTONE DREAMER

Ring, very rare

Three azure tears in the fabric of space hover tremulously over the flawless moonstone set into this ring. A mesmerising spiral pattern swirls within the gem, occasionally coalescing into indistinct scenes of exotic landscapes, or perhaps offering a glimpse into the dreams of its wearer...

Planar Portals. As an action while wearing this ring, you can swing your hand down in a clawing motion to open a portal to another plane of existence in an unoccupied space you can see within **5 feet** of you. The portal is a **5-foot diameter** opening, through which you can see your destination. Its entrance, which can only be interacted with on the side from which it was created, remains open for **1 minute**. For the duration, any creature that can fit through the opening can cross the portal, appearing in an unoccupied space closest to the portal on the other side. This portal leads to a random location in your choice of the Dreamscape, the Ethereal Plane, the Fey Planes, or the Material Plane. Once this property has been used to open a portal, it can't be used to open a portal to the same plane until the next dawn.

Sweet Dreams. As an action, you can also use the ring to cast the *dream* spell (**save DC 16**), with the following changes. Once this property of the bracelet

is used, it can't be used again until the next dawn.

- Instead of entering or inducing a trance state, you create a portal that looks and functions similarly to the ones described by the Planar Portals property of this item, leading to the dreamscape of the creature targeted by the spell. The portal remains open for the duration of the spell, and any creature can cross it, but only up to **8** creatures can occupy the same dream at once. All creatures in the dream can act as messengers, but a dreaming creature can only be affected by one nightmare. Creatures can leave the dream through the portal at any point. If a creature is still in the dream when the spell ends, it is forcefully ejected, appearing in an unoccupied space next to where the portal stood.
- Instead of spawning nightmares, a messenger can make itself look familiar and comforting to the target. If it does, the target's dreams become soothing and more restorative. When the target wakes up, it gains **10 temporary hit points**.

Rare variant. Once the Planar Portal property has been used, it can't be used again until the next dawn. The Sweet Dreams property only allows you to cast the *dream* spell without any changes.



PALE RAGE

Weapon (morningstar), uncommon (requires attunement)

First of Rhuinon's draconic armaments was this icy morningstar, perpetually patinated with a crisp crust of hoarfrost. Suffused with the animalistic rage of the white dragon, this weapon imbues its wielder with a single-minded, myopic brutality.

Once on each of your turns, you can deal an extra **1d6** cold damage to a target you hit with this magic weapon. The morningstar has **3 charges** and regains all expended charges daily at dawn.

Unrelenting Fury. Like a white dragon, you are able to channel a singular focus on slaughtering an enemy. When you hit a creature with an attack using this weapon, you can expend **1 charge** to gain **advantage** on the next attack roll you make with this weapon against the same creature before the end of the current turn. If you hit with that attack, you can reroll any 1s or 2s that you roll on the weapon's damage die or the extra cold damage it deals. You must use the new rolls.

Rare variant. The morningstar deals **1d6** extra cold damage to any target it hits, instead of once on each of your turns.

Very Rare variant. The morningstar deals **1d8** extra cold damage to any target it hits, instead of **1d6** once on each of your turns. Increase the number of charges to **6**. The morningstar regains **1d4 + 2** expended charges daily at dawn.

SAPPHIRE SEEKER

Wondrous item, rare (requires attunement)

Freely floating inside a 1-inch sphere of crystal is an intricately faceted sapphire; a spinning top imbued with swathes of divination magic. When this compass is activated, the top whirls at breakneck speed in a dazzling azure cyclone, before coming to a stop with unerring precision.

The compass has **8 charges** and regains all expended charges daily at dawn.

Strategic Pinpoint. The compass's divination magic helps you detect objects and creatures of your choice. While holding it, you can expend charges to cast the following spells from the compass: *locate creature* (3 charges) and *locate object* (2 charges).

Tinnitus. This compass mimics a sapphire dragon's ability to manipulate sound. Whenever a creature that you can see within **30 feet** of you makes a **Dexterity**, **Wisdom**, or **Intelligence** check or **saving throw**, you

can use your reaction to expend **1 charge** and emit a subtle pulse from the compass. If the creature can hear, the pulse creates a disorienting ringing in that creature's ears, giving it **disadvantage** on the check or saving throw.

Uncommon variant. The compass has **5 charges**. Remove the *locate creature* spell.

Very Rare variant. The compass has **10 charges**. The compass has the Way Out property:

Way Out. This compass can provide guidance when you are lost. If you aren't in a location that is touched by starlight, you can use an action to expend **1 charge** and have the compass guide you to the nearest such location (GM's discretion). Alternatively, if you are on a plane of existence other than the Material Plane, you can use an action to expend **2 charges** and have the compass point to the nearest portal to the Material Plane.



TOPAZ DESPOILER

Staff, rod, or wand, uncommon (requires attunement)

The articulated mechanical hand at the tip of this item sporadically animates with bursts of negative energy. The fingers fondly caress the flawless topaz orb fixed to the palm, which pulses hypnotically with a gentle, steady glow.

Entrap Essence. While holding this item, you can absorb the last breath of a dying creature. When you reduce a Small or larger creature to 0 hit points, you gain **5 temporary hit points**.

Induce Decay. You can use this to feed off of the imitation of life you shield yourself with in order to harm and destroy. When you hit a creature with an attack, you can expend up to **3 temporary hit points** to deal extra necrotic damage to the creature equal to the number of temporary hit points spent.

Rare variant. This item has the Entropic Shield Property:

Entropic Shield. The negative energy in the topaz orb shapes itself into a magical barrier around you. While you have temporary hit points from this item, you gain a **+1 bonus** to AC.

Very Rare variant. Increase the number of temporary hit points gained with Consume Entropy to **10**, and the maximum temporary hit points you can expend at once with Induce Decay to **5**. The item has the Entropic Shield property.





TORTUGA CANNON

Wondrous item, rare

When the fire of a drake-kin meets the briny depths of the ocean, seas broil and kelp writhes with draconic ferocity. Fashioned from the scales of a dragon turtle, this sleeve-like device can produce jets of water with the force of a cannon, scalding and entangling its target.

This item has **8 charges** and regains **1d6 + 2** expended charges daily at dawn.

Hydro Cannon. As an action while holding this device, you can expend **1 charge** to shoot a jet of highly-pressurised water at a creature you can see within **10 feet** of you. That creature must succeed on a **DC 15 Strength saving throw** or take **4d6** bludgeoning damage, be pushed up to **20 feet** directly away from you, and fall **prone**. When you use this property, you can press a button hidden on the inside of the sleeve and expend **1 additional charge** to modify the water jet in one of the ways below:

Steam Blast. The water erupting from the cannon is boiling hot. The target must also make a **DC 15 Constitution saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Entangling Kelp. The water erupting from the cannon contains magically-reinforced strands of kelp, which wrap themselves around the target's body. If the target fails the saving throw against the cannon, it is also **restrained** until the end of its next turn. The target or another creature within reach of it can use its action to make a **DC 15 Strength** check, freeing the target on a success.

Uncommon variant. The item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. Reduce the **save DC** of all properties and the **DC** of the **Strength** check for the Entangling Kelp property to **13**, the damage of the Steam Blast modification to **2d6**, and the damage of the Hydro Cannon property to **4d6**. The Entangling Kelp modification costs **2 charges** to use instead of 1.

Very Rare variant. The item has **12 charges** and regains **1d10 + 2** expended charges daily at dawn. Increase the **save DC** of all properties and the **DC** of the **Strength** check for the Entangling Kelp property to **16**.

VIRIDIAN DECEIVER

Weapon (any polearm), rare (requires attunement)

This polearm embodies the treacherous, deceitful essence of the green dragon. Foul poison drips from its curved, golden blade, warning that beneath its beautiful surface, this weapon is just as dangerous and deadly as it is elegant.

This magic weapon deals an extra **1d4** poison damage to any target it hits.

Breath of Betrayal. As an action while holding this polearm, you can exhale a subtle, poisonous mist that permeates the area around you. Each creature within **20 feet** of you must succeed on a **DC 15 Constitution saving throw** or become **poisoned** until the end of its next turn. A creature that starts its turn while poisoned in this way must immediately use its reaction to make a weapon attack against another creature of your

choice within range (or a random one if you choose no creature or are incapacitated). Once this property of the glaive has been used, it can't be used again until the next dawn.

Cunning Feint. While holding this weapon, you gain the sly intelligence of a green dragon. As a bonus action, you can attempt to deceive a creature within **60 feet** of you that can see you, tricking it into defending early against your attacks. Make a **Charisma (Deception)** check, contested by that creature's **Wisdom (Insight)** check. If you succeed, you gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Uncommon variant. The polearm deals an extra **1d4** poison damage to the first target it hits on each of your turns, instead of every target. Reduce the **save DC** to **13**, and **Breath of Betrayal** targets a single creature within **30 feet** of you.

Very Rare variant. Increase the extra poison damage on a hit to **1d6** and the **save DC** to **16**. A creature that fails the saving throw against **Breath of Betrayal** also takes **4d6** poison damage, or half as much damage if it succeeds.







DREAMHOLDER



ASTRAL LUGGAGE

Wondrous item, uncommon (optional attunement)

This luggage contains a filtered portal to the edges of the Astral Plane, specifically the areas where beings from The Anomalies slink from their far-away plane to the timeless astral expanse. As such, you don't use the *astral luggage* as actual luggage, not unless you want to lose it.

Portal. The *astral luggage* can be opened to a two-foot-by-one-foot opening. This opening repels creatures, prohibiting their entry, but any object you place inside the luggage floats off into the Astral Plane.

Optional Attunement. Attuning to this item augments the Special Fastening property(s).

Special Fastening (Ebony Clasp). On the luggage is an ebony clasp, which you can unfasten to release a special property. Once you do, the clasp can't be unfastened again until the next dawn, at which point it reseals itself. As an action, you can unfasten the clasp and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens, spewing squirming ebony tentacles in a **20-foot-square**. This area becomes affected by the *black tentacles* spell for the next minute (**save DC 15**, no concentration required). If you are attuned to the luggage, you are immune to this area's effects. When the spell ends, the tentacles disappear and the luggage closes.

Very rare variant: The luggage has two more special fastenings: Amethyst Buckle and the Moonstone Dial, each of which is augmented upon attunement:

Amethyst Buckle. As an action, you can unfasten this buckle and throw the luggage at a point you can see within **30 feet** of you, where it instantly opens and casts the *conjure anomaly** spell. If you are attuned to this item, the aberration conjured is under your control while you are concentrating on the spell; otherwise, the aberration is hostile to all creatures.

Moonstone Dial. As an action, you can turn this dial to a symbol representing a specific plane, and press it, causing it to unfasten. As part of the same action, you can throw it to a point you can see within **30 feet** of you, where it instantly opens. Until the end of your next turn, the luggage's opening becomes a portal to a random location on the chosen plane that Medium or smaller creatures can move through using 5 feet of movement. At the end of your next turn, the luggage folds in on itself and appears at that location on the destination plane. If you are attuned to the luggage, you can attempt to direct the portal to a specific location, as per the *teleportation* spell.



DREAMY THE LUCID

Wondrous item, uncommon

These adorable stuffed toys can be found in many of the bedrooms of Cordette following the intrusion of a dreamholder into the village's collective dreamscape. Each toy's magic gives the villagers autonomy over their dreams, and acts as a preventative measure should another aberration try to take over the villagers' dreams again.

While this toy is on your person, magic can't put you to sleep. If you fall asleep while holding this stuffy, its stimulating enchantment magic activates your psyche, causing you to become a lucid dreamer. While lucid dreaming in this way, you are aware if a creature uses the *dream* spell to influence you and, if you are asleep when initiative is rolled, you instantly awaken and aren't surprised.

HAMMER TIME

Weapon (any bludgeoning), uncommon

Never has the saying "smash something into next week" been so apt. With an hourglass filled with brilliant platinum sand, this magical impact weapon utilises the dreamholder's command over time dilation to throw its victims forward in time.

This weapon has **3 charges** and regains all expended charges daily at dawn.

Chronal Blink. As a bonus action, you can twist the weapon's pommel, expending **1 charge** and causing the sand to begin churning in defiance of gravity. The next creature you hit with an attack using this weapon within the next minute must make a **DC 15 Charisma saving throw**. On a failed saving throw, the target disappears as it gets shunted forwards in time, reappearing in the space from which it disappeared, or the nearest unoccupied space if that space is occupied, at



the end of your next turn.

Very rare variant: Increase the number of charges to 7. You have a **+1 bonus** to attack and damage rolls you make with this weapon. The hammer has the Detachable Eye property:

Detachable Eye. As an action, you can detach the eye from the centre of the weapon's shaft, placing it on a surface to which it adheres for the next **hour**. The eye relays a constant stream of visual information to the larger eye on the weapon, which transforms to become a screen through which you can view what the smaller eye can see. At the end of the hour, the smaller eye teleports back to the weapon. Once you use this property, it can't be used again until the next dawn.



ROBES OF BEAURÊVE

Wondrous item, rare (requires attunement)

Made from the stuff of dreams, the cuffs and hem of this ethereal robe fade into translucent purple smoke, and the robes' lining is sewn from the fabric of the night sky. A creature wearing these robes can become temporarily incorporeal, slipping through locked doors, blood-thirsty demons, or out of uncomfortable conversations. Owners of such a garment also find themselves incredibly productive, with washing up finished and clothes ironed each morning...

Also, it has pockets.

This robe has **3 charges** and regains all expended charges daily at dawn.

Incorporeality. As a bonus action, you can spend **1 charge** and become incorporeal until the start of your next turn. While incorporeal, you gain **resistance** to bludgeoning, piercing, and slashing damage from non-magical attacks and can move through other creatures and objects as if they were difficult terrain. If you end your turn inside a creature or object, you are shunted to the nearest unoccupied space, taking **1d10** force damage for every **5 feet** you are shunted.

Spellcasting. You can spend charges to cast the following spells (**save DC 15**). You must spend a number of charges equal to the level at which you cast the spell.

- *Daydream**
- *Dreamwalk**
- *Sleep*

Sleepwalker. You can't be put to sleep against your will. When you fall into a nonmagical sleep while wearing these robes, you can specify one intention, such as 'organising my collection of buttons' or 'oiling my chainmail'. While you sleep, you can perform light activities that fulfil this intention while still meeting the requirements of a long rest.

Legendary variant: Increase the number of charges to **9** and the recharge to **1d6 + 3**. Add the *astral projection* and *dream* spells to Spellcaster. The robe has the Sleepwalker and Language of the Anomalies properties:

Sleepwalker. You can't be put to sleep against your will. When you fall into a nonmagical sleep while wearing these robes, you can specify one intention, such as 'organising my collection of buttons' or 'oiling my chainmail'. While you sleep, you



can perform light activities that fulfil this intention while still meeting the requirements of a long rest.

Language of the Anomalies. While you wear these robes, you can speak, read, and write Deep Speech, and have **advantage** on **Charisma** checks made to interact with aberrations.

TIME SPLITTER

Weapon (any axe), uncommon (requires attunement)

The time splitter is just the tool for an amighty adventurer who's always a little too slow to get where they need to be exactly in the nick of time. Harnessing the time dilative power of the dreamholder, this magic weapon lets its wielder swing back in time, or speed the flow of time for itself, allowing it to act more quickly.

This magic weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Rewind. As a bonus action, you can flip the axe around anti-clockwise in your hands, expending **1 charge**. For the remainder of your turn, you see the ghostly images of where everything was exactly 6 seconds ago. Any attack you make with the weapon during this time targets whatever was in the space 6 seconds ago, though the effects appear on the target wherever it is now.

Time Dilation. As a bonus action, you can tap into this weapon's chromantic magic, casting the *haste* spell on yourself (no concentration required). When you do so, the GM rolls **1d3**; the result (which the GM keeps secret) is how many rounds the spell lasts (ending at the end of your turn). After you activate this property, you can't do so again until the next dawn.

Rare variant: Increase the number of charges to **9** and the recharge to **1d6 + 3**. Increase Time Dilation's **1d3** to a **1d3 + 1**. The axe has the Pause property:

Pause. Whenever you wish, you can use your reaction to expend **3 charges** and suddenly act. You can immediately move up to your speed and take one action or bonus action. This movement doesn't provoke opportunity attacks. After you activate this property, you can't do so again until the next dawn.





RELICS OF THE RAKSHASA



CLAWS OF CORRUPTION

Weapon (claw), uncommon (requires attunement)

Constructed from the razor-sharp claws of the pygmy rakshasa, this menacing pair of gauntlets thrums with the power of its hellish essence. The pointed tips of the claws easily dig into rock and metal alike, letting their wearer climb the roughest surfaces with feline agility.

The claws must be attuned to as a pair, but you can choose to wear only one and still spend the pair's shared charges. The claws have **4 charges** and regain all expended charges daily at dawn. While wearing both claws, you gain a climbing speed equal to your walking speed.

Rakshasa's Corruption. Blows from these weapons can cause a target's magical energy to turn foul and consume it from within. When you hit a creature with one of these claws, you can spend **1 charge** to attempt to curse it (no action required). The target must succeed on a **DC 13 Wisdom saving throw** or be **cursed** for **1 minute**. When a cursed creature starts its turn while under the effect of a spell or while concentrating on a spell, it takes **1d6** necrotic damage.

Very rare variant. You gain a **+1 bonus** to attack and damage rolls made with these magic weapons. Increase the number of charges to **5** and the necrotic damage to **2d6**.

NEW WEAPON - CLAW

Simple melee weapon

5 gp, 1 lb. **1d6** slashing, special

Special: Attached. You can't be disarmed of this weapon, but equipping or unequipping the weapon takes an action. You can use a hand equipped with a claw to hold items, but can't attack with the claw while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons in your clawed hand.

COLLAR OF THE CAT

Wondrous item, common (requires attunement)

While socketed on armour, clothing, a focus, or a weapon you have a preternatural ability to land on your feet. You have **advantage** on checks made to maintain your footing and you can subtract up to **20 feet** from the fall when calculating falling damage.





EYE OF THE TIGER

Ring, uncommon

The tiger's eye at the center of this ring gleams with the devious malice peculiar to the fiendish pygmy rakshasa. Spinning slowly in its socket, it studies its wearer and surroundings, almost as if waiting to pounce.

The ring has **5 charges**, and regains all expended charges daily at dawn.

Arcane Interference. While wearing the ring, whenever you are the target of a spell or make a saving throw against a spell's area of effect, you can use your reaction to tug at the Weave, expending **1 charge** and attempting to unravel the spell's magic. If the spell is of 2nd level or lower, roll a **d4** and consult the table below to determine the effect. If the spell is 3rd level or higher, this property has no effect.

d4 Effect

- 1 The caster of the spell must make a **DC 13 Wisdom saving throw**, taking force damage equal to **1d6** plus an additional **1d6** for each level of the spell on a failed save, or half as much damage on a successful one.
- 2 The spell's potency is diminished. If the spell requires an attack roll, the roll is made with **disadvantage**. If it requires you to make a saving throw, you have **advantage** on it.
- 3 You absorb a portion of the spell's energy, gaining temporary hit points equal to **1d6** plus an additional **1d6** for each level of the spell. These temporary hit points last for **1 minute**.
- 4 You are unaffected by the spell for its duration.

Very rare variant. Increase the number of charges to **6**. Increase the Arcane Interference property's save **DC** to **16** and the maximum level of spell it can affect to 5th level.

FELINE'S FURY

Weapon (any tommybow), rare (requires attunement)

An ostentatiously ornate tommybow, the gold-leaf bows are decorated with an array of bedazzling jewels. Rubies and sapphires sparkle with the fire and ice of The Hells, emeralds carry a vitriolic venom, and the diamonds glow with warm, bright sunlight, a delight peculiar to the pygmy rakshasa.

This tommybow consists of five, vertically stacked bows, each of which sports a pair of matched, randomly determined gemstones. Roll a **d4** to determine each bow's gemstones pairs: 1, diamonds; 2, emeralds; 3, rubies; 4, sapphires.

Rakshasa's Revenge. You can use an action to imbue a piece of ammunition with one of the following spells (save **DC 15**) and fire the ammunition at a point or target within range: *daylight* (diamond), *fireball* (ruby), *sleet storm* (sapphire), or *stench** (emerald). When the ammunition hits a target or surface, it unleashes the imbued spell centre on that point. These spells do not require concentration. You can choose to fire at a point on a surface or at a target; if you miss the target, the effect is centred on whichever surface the ammunition hits (GM's discretion). The gems are destroyed when the spell is cast and its pieces fall to the ground.

Recharge. You can spend **1 minute** replacing a pair of gemstones with diamonds, emeralds, rubies, or sapphires worth at least 25 gp each. So long as the gemstones are matching, then, at the next dawn, they sparkle with arcane power and can be used to imbue the bolts with the associated spells.





FELINOBELIX

Wondrous item, rare (requires attunement)

This foot-high, black, stone cat statue has **3 charges** and regains all expended charges daily at dawn. Whenever you roll a die, you can spend **1 charge** to roll another die of the same size (no action required). You can then choose which of the dice rolls to use. You can choose to spend the charge after you roll the die, but before the outcome is determined.

If the result of the rolled die is a **1**, a devil is summoned. Consult the chart below to determine which devil.

Attuner's Level	Devil (CR)
1-4	Imp (1)
5-8	Barbed devil (5)
9-12	Bone devil (9)
13-16	Ice evil (14)
17-20	Pit fiend (20)

The devil is always the same individual, who has progressed further in the infernal hierarchy with each visitation. It is hostile towards all creatures, but is especially hateful towards you, as it believes you are stealing its luck.

Legendary variant: Increase the number of charges to **6**. As a reaction when another creature you can see within **30 feet** of you rolls a die, you can expend **1 charge** to cause it to roll a second die of the same size; you choose which of the dice to use.



TAIL'S END

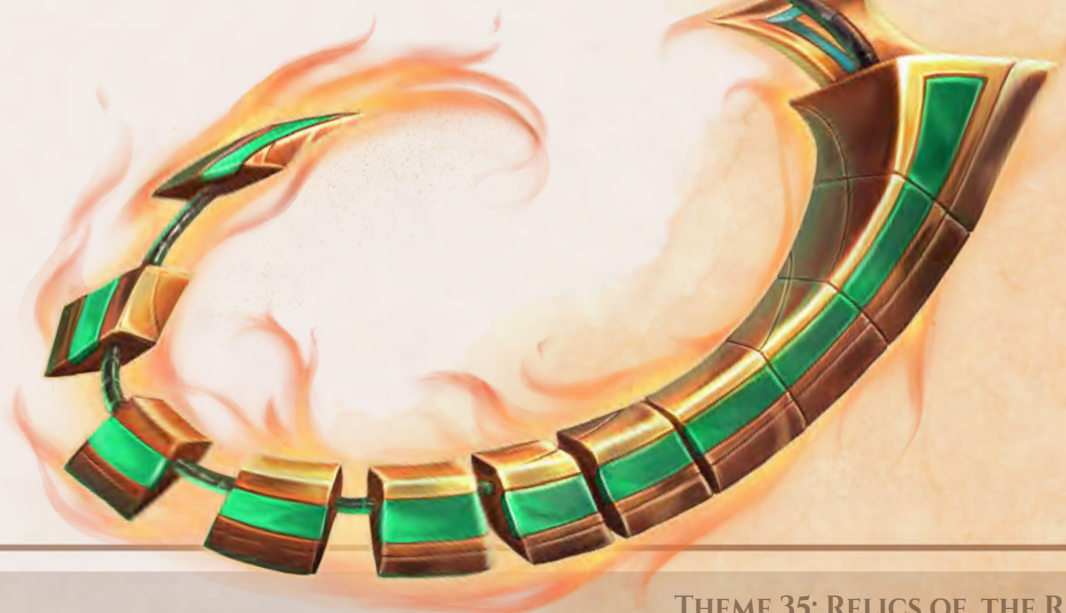
Weapon (*khopesh, any sword*), rare

The blade of this wicked khopesh is composed of several individual sections linked by a sturdy chain running through the weapon's length. Always dry to the touch, this magical blade appears to slowly absorb any water with which it comes into contact.

Split at the Seams. As a bonus action, you can press a button hidden on the weapon's hilt to cause the sections comprising the blade to detach from one another, remaining connected by the chain. Until you use a bonus action to reform the weapon, it loses its normal weapon properties and gains those of a whip.

Unquenchable Thirst. When you roll a **20** on an attack roll made with this weapon, it releases a deadly burst of desiccating, negative energy that drains moisture from the target, forcing it to make a **DC 15 Constitution saving throw**. On a failed save, the target takes **6d6** necrotic damage and is desiccated for **1 minute**. On a successful save, a creature takes half as much damage and isn't desiccated. A desiccated creature's skin turns dry and brittle, rupturing with ease, and causing the creature to take an additional **1d4** slashing damage whenever it takes bludgeoning, force, piercing, slashing, or thunder damage. A desiccated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on creatures without skin, or on those immune to necrotic damage.

Very rare variant: Increase Unquenchable Thirst's save **DC** to **16**, the necrotic damage to **10d6**, and the extra damage against desiccated creatures to **1d8** slashing damage.





THE OLYMPIAN PANTHEON





AEGIS OF ATHENA

Armour (shield), uncommon (requires attunement)

The goddess of wisdom knows well that the best defence is a good offence, and she blessed this mighty aegis to soar unerringly against its wielder's foes. Though battle worn from countless conflicts, the shield's polished bronze surface always reflects its surroundings—a perfect mirror for an unsuspecting medusa.

Shield Throw. As an action, you can toss this shield at a creature, making a ranged weapon attack against it. If you are proficient with shields, you are proficient with this attack. When you do, the shield is a simple melee weapon with the thrown (20/60) property, and it deals **1d6** bludgeoning damage on a hit. If you hit with the attack, you can make the shield ricochet to a different creature within **20 feet** of the initial target, making another attack roll against it and repeating this process on a hit. The shield can't hit the same creature more than once per action, and it can hit a maximum of **3** creatures per action. After it does, or if you miss with one of the attacks, it bounces back to your hand, and you instantly don it.

Rare variant: The shield has the Heroic Fortitude

property.

Heroic Fortitude. While holding this shield, you have **advantage** on saving throws made against being **paralysed, petrified, or restrained**. Additionally, when you succeed on a saving throw against the Petrifying Gaze of a creature such as a basilisk or medusa, you can use your reaction to force that creature to make a **DC 13 Constitution saving throw**. On a failure, it suffers the effect of its own gaze. If the creature succeeds on this saving throw, it's immune to this property of the shield for **24 hours**.

Very rare variant: Increase the damage die of the Shield Throw property to **1d8**. The shield has the Heroic Fortitude and Trick Shot properties.

Trick Shot. The shield has **5 charges** and regains all expended charges daily at dawn. The first time you miss with an attack using the shield on your turn, you can expend **1 charge** to make the shield bounce off of a nearby surface and back at the target, instead of returning to your hand. You reroll the attack roll, and must use the new roll. If you hit with the attack, you can continue to ricochet the shield.

ARSENAL OF ARES

Wondrous item, uncommon (requires attunement)

The *arsenal of Ares* is no singular weapon, but a portable gateway to the realm of the god of war, which takes the form of a flawless obsidian orb. Each weapon retrieved from the arsenal is said to have once belonged to a heroic warrior of old; their histories are patinated with valorous tales and the blood of countless foes.

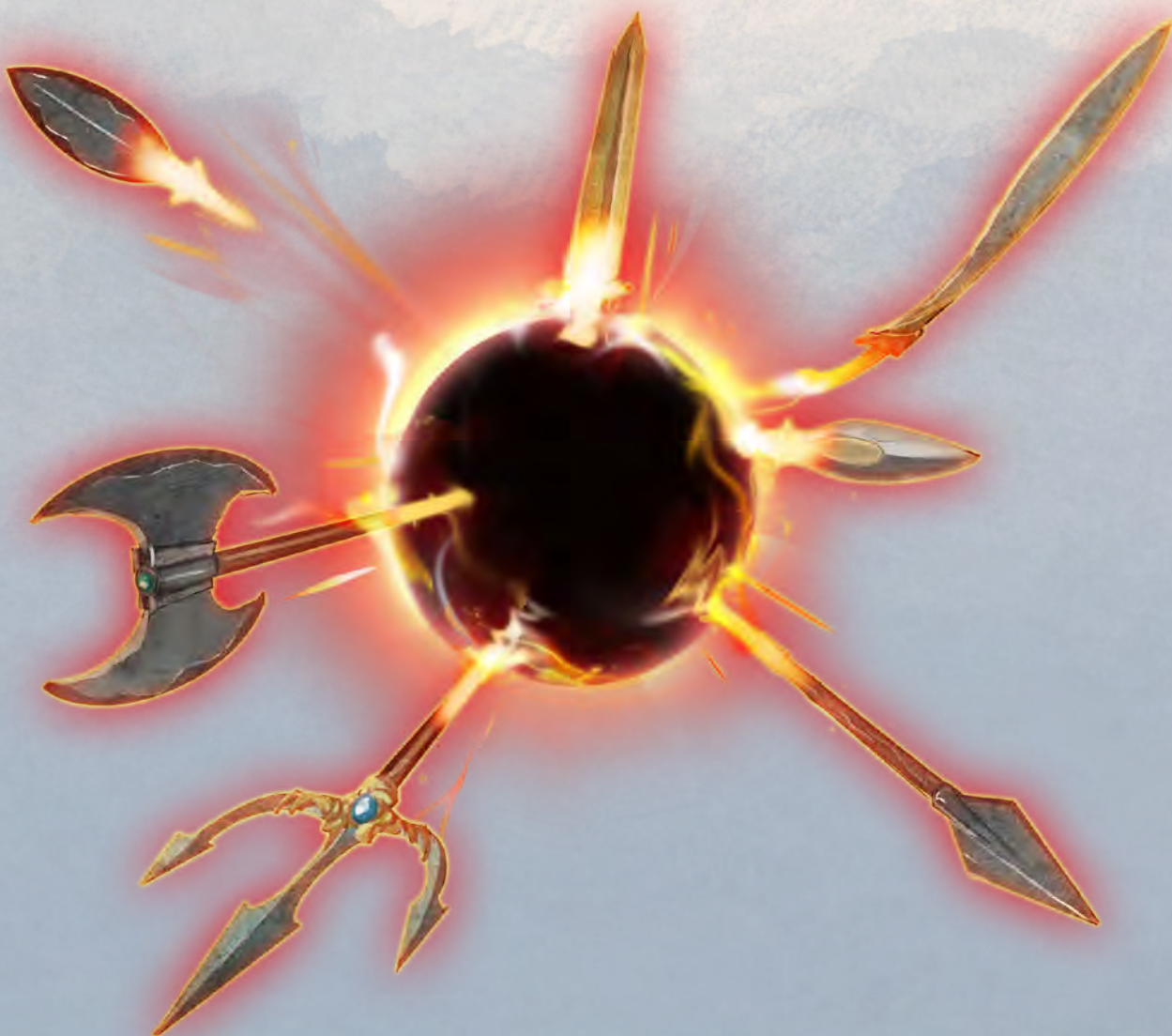
The arsenal has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Artefact of War. While the orb is within reach, you can expend **1 charge** to reach into it and withdraw a **+1 weapon**. This weapon can be any simple or martial melee weapon (your choice) and it remains for **1 minute** or until you withdraw another item, after which it dissipates into a blood-red mist.

Warrior of Elysium. While holding this item, you can expend **3 charges** to cast the *spiritual weapon* spell (+5 to hit). The spell uses your **Strength** or **Dexterity** modifier (your choice) for its damage rolls. When the spell is cast in this way, a ghostly warrior with an appearance of your choosing appears to be wielding the conjured weapon.

Rare variant: Weapons withdrawn from the arsenal are **+2 weapons**. Increase the spell attack modifier of *Warrior of Elysium* to **+7**.

Very rare variant: Increase the number of **charges** to **9** and the recharge to **1d6 + 3**. Weapons withdrawn from the arsenal are **+2 weapons**. Alternatively, you can withdraw a **+1 shield** and instantly don it. Additionally, using *Warrior of Elysium* costs **2 charges** instead of 3, and the *spiritual weapon* spell is cast as a 4th-level spell with a spell attack modifier of **+8**.



BOW OF ARTEMIS

Weapon (any bow), uncommon (requires attunement)

The Pale Stag is a biological anomaly: periodically manifested into existence by the goddess of the hunt, this huge, cream-coloured specimen runs more swiftly than an eagle soars and leaves nary a footprint behind. For those that can catch this elusive prey, a bow of incredible beauty can be crafted from its antlers and sinew.

This bow has **8 charges** and regains **1d4 + 4** expended charges daily at dawn. For each unexpended charge, an ethereal butterfly flits around to bow.

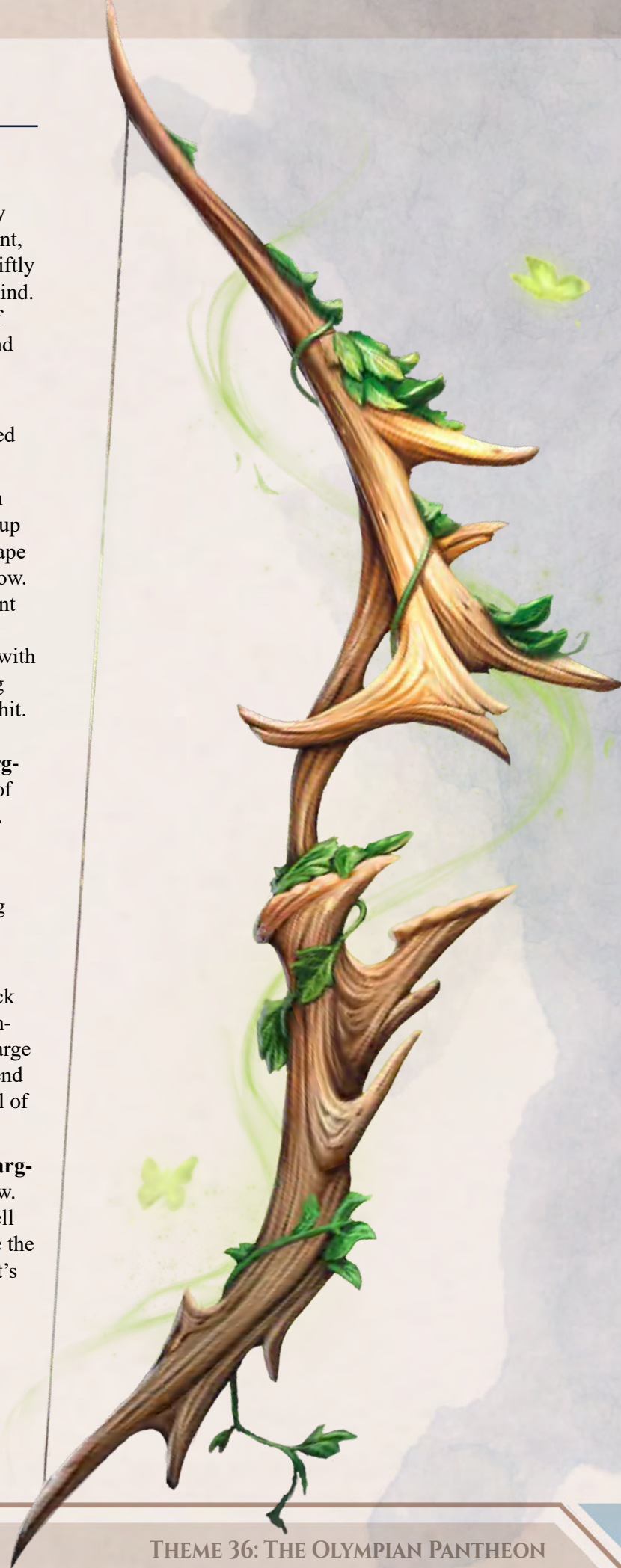
Multishot. Once on each of your turns when you make an attack with this weapon, you can expend up to **3 charges** to cause that many butterflies to reshape into magical arrows and nock themselves on the bow. Instead of attacking as normal, you target a different creature within range with each arrow and make a separate attack roll against each one. Arrows shot with this property deal force damage instead of piercing damage, and deal an extra **1d6** force damage on a hit.

Rare variant: Increase the total number of **charges** to **10**, the recharge to **1d6 + 4**, and the number of charges you can spend at once with Multishot to **4**. The bow has the Thrill of the Hunt property.

Thrill of the Hunt. When you reduce a Small or larger beast or monstrosity to 0 hit points using an attack with this bow, it regains **1 expended charge**.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the total number of **charges** to **10**, the recharge to **1d6 + 4**, and the number of charges you can spend at once with Multishot to **4**. The bow has the Thrill of the Hunt and Locate Prey properties.

Locate Prey. As an action, you can expend **4 charges** to cast the *locate creature* spell from the bow. If used to locate a beast or monstrosity, the spell isn't impeded by running water, and can locate the creature at twice the normal distance, even if it's in a different form.



CADUCEUS OF HERMES

Staff, rod, or wand, uncommon (requires attunement)

Much like Hermes himself, this curious item is always in motion. Two snakes coil hypnotically around its shaft, the wings waft gently in an absent breeze, and the azure flame atop it burns eternally, even when submerged in water. Together, these symbolise the neverending work of the messenger of the gods.

The item has **4 charges** and regains **1d4** expended charges daily at dawn.

Tripartite. While holding the caduceus, you can use any of the following properties.

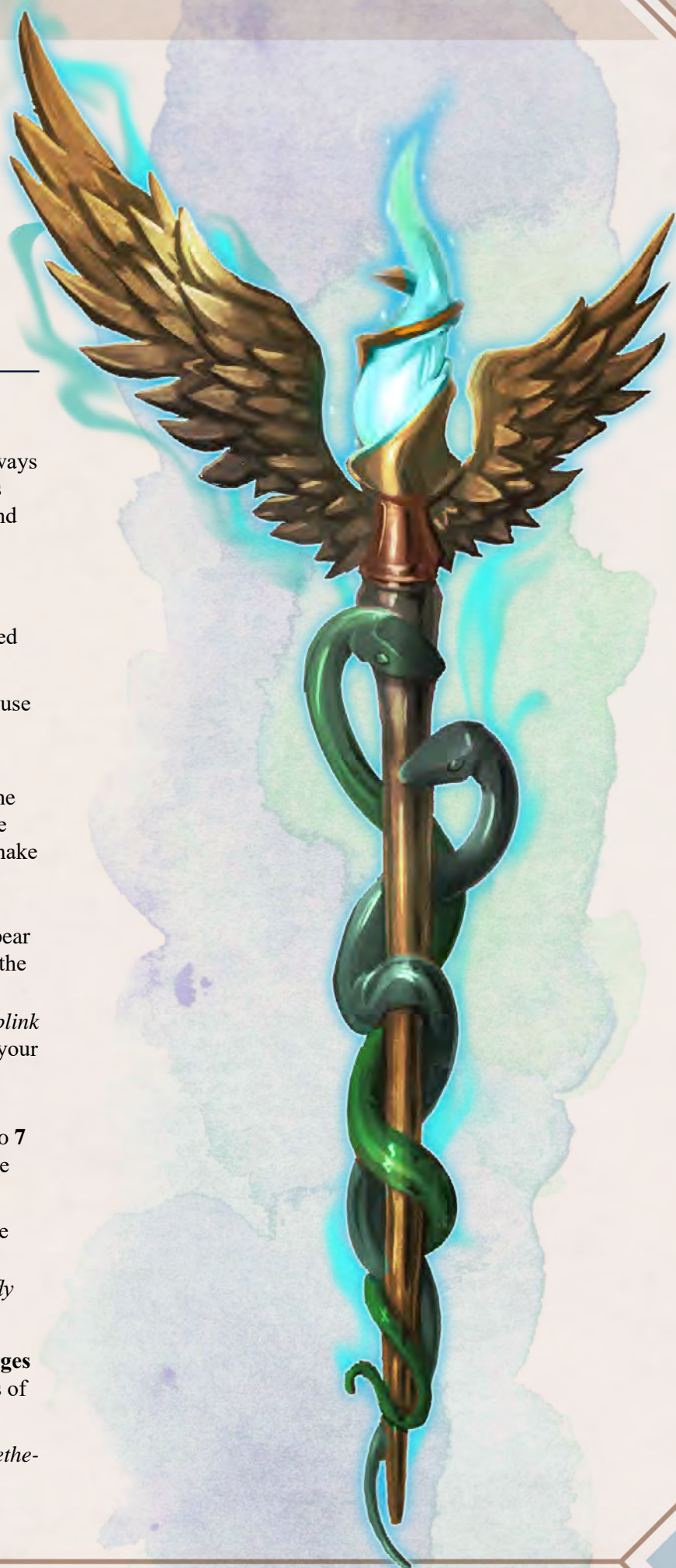
- **Serpents.** You can cast the *message* cantrip at will. The serpents disappear and reappear by the recipient's ear, delivering your message, before returning to the caduceus. You can choose to make the serpents invisible to all but the recipient.
- **Wings.** You can expend **1 charge** to cast the *longstrider* spell. The wings disappear and appear attached to the target's feet for the duration of the spell.
- **Flame.** You can expend **3 charges** to cast the *blink* spell. The azure flame appears to burn behind your eyes for the duration of the spell.

Rare variant: Increase the number of **charges** to **7** and the recharge to **1d4 + 3**. Some properties of the caduceus gain additional options.

- **Serpents.** You can expend **2 charges** to cast the *sending* spell.
- **Wings.** You can expend **3 charges** to cast the *fly* spell.

Very rare variant: Increase the number of **charges** to **11** and the recharge to **1d8 + 3**. Some properties of the caduceus gain additional options.

- **Flame.** You can expend **7 charges** to cast the *etherialness* spell.



CLOAK OF NYX

Wondrous item, uncommon (requires attunement)

Swirling galaxies and vibrant nebulas drift just beneath the surface of this cloak, whose edges diffuse into a misty haze of cosmic dust and stars. The goddess of night wove this shimmering cloth from threads of starlight, encapsulating into its warp and weft their hypnotic twinkle and the inevitable doom that awaits all celestial bodies.

As a bonus action while wearing this cloak, you can cause all the stars on it to disappear, leaving it pitch black, or revert it back to its original form. The cloak has **5 charges** and regains all expended charges daily at dusk.

Children of the Night. While wearing this cloak, you can call upon the power of the goddess' children, which manifest in the following ways:

- **Hypnos (Sleep).** You can expend **1 charge** to cast the *sleep* spell.
- **Moros (Doom).** You can expend **1 charge** to cast the *bane* spell (**save DC 13**).
- **Thanatos (Death).** You can expend **1 charge** to cast the *inflict wounds* spell (+**5** to hit).

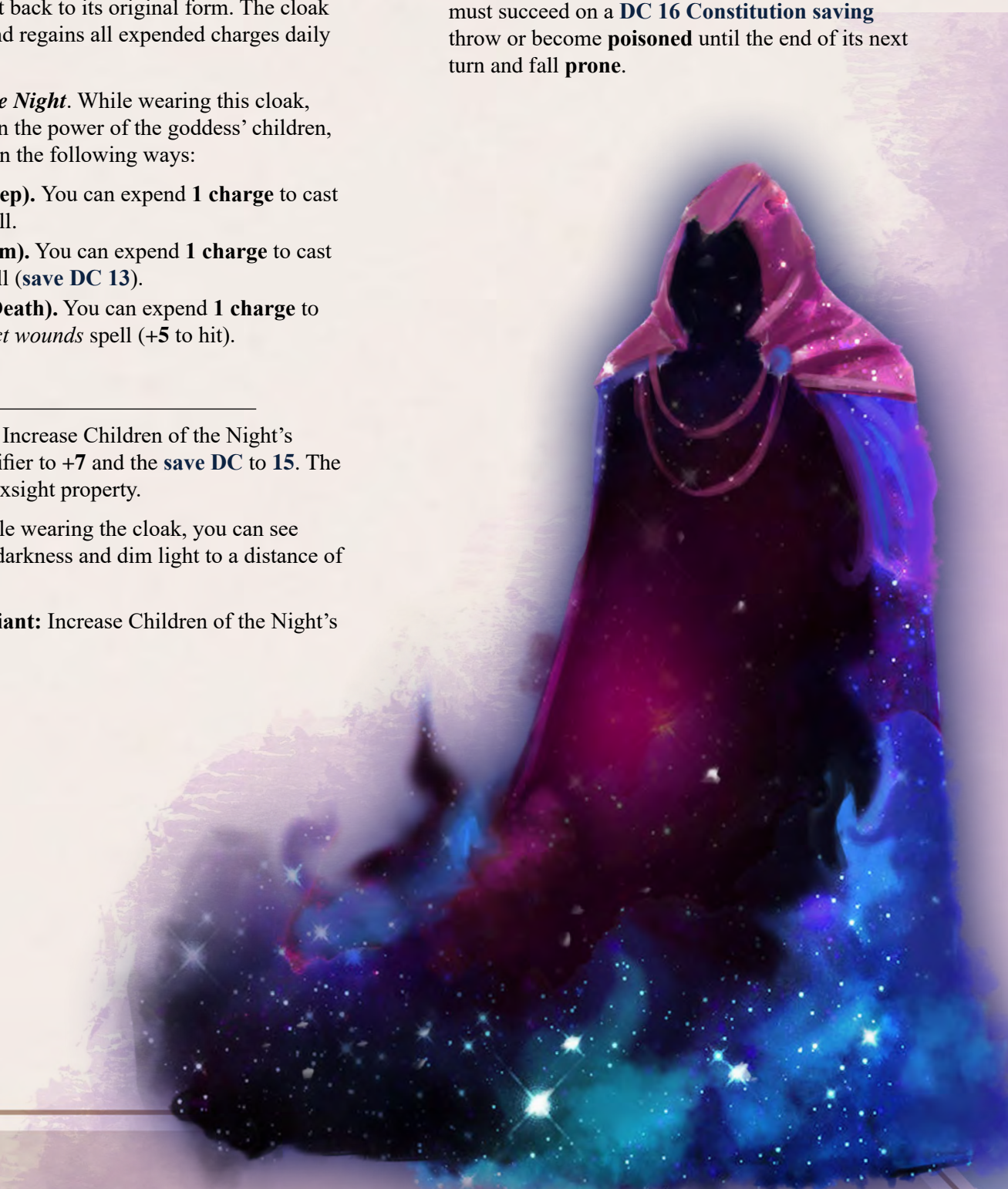
Rare variant: Increase Children of the Night's spell attack modifier to **+7** and the **save DC** to **15**. The cloak has the Nyxsight property.

Nyxsight. While wearing the cloak, you can see normally in darkness and dim light to a distance of 60 feet.

Very rare variant: Increase Children of the Night's

spell attack modifier to **+8** and the **save DC** to **16**. The cloak has the Nyxsight property. The Children of the Night property has additional benefits:

- **Hypnos (Sleep).** You can expend **1 charge** to cast the *sleep* spell at 5th level.
- **Moros (Doom).** When a creature affected by a *bane* spell cast with the cloak misses with an attack roll or fails a saving throw, it takes necrotic damage equal to the number rolled on the d4.
- **Thanatos (Death).** When you hit a creature with an *inflict wounds* spell cast with the cloak, a wave of debilitating weakness washes over it. The target must succeed on a **DC 16 Constitution saving** throw or become **poisoned** until the end of its next turn and fall **prone**.



DAGGER OF HECATE

Weapon (dagger), uncommon (requires attunement by a spellcaster)

The blade of this dagger — an eerie violet flame that flutters in response to an unfelt, ethereal wind — produces no heat. The secrets of its creation were divulged by the goddess of witchcraft to her most loyal followers. It is rumoured that those who attempt to make such a blade without her blessing quickly go blind.

This dagger has **7 charges** and regains **1d6 + 1** expended charges daily at dawn. Each time you expend 1 or more of the dagger's charges, your lifeforce is siphoned and you take **1d6** necrotic damage per charge expended. This damage can't be reduced or avoided in any way.

Mysteries of Darkfire. While holding this dagger, its blade sheds dim light in a **5-foot** radius. The dagger can be used as a spellcasting focus, and when used as a weapon, it deals necrotic or psychic damage (your choice each time you hit with it) instead of the usual piercing damage.

The Dagger Hungers. As a bonus action while holding the dagger, you can expend **1 charge** to empower it until the start of your next turn. During this time, the first creature you hit with a weapon attack using the dagger, or with a spell attack you cast, the target takes an additional **3d6** necrotic damage.

Rare variant: Increase the damage of The Dagger Hungers to **3d8**. The dagger has the SpellSense property.

SpellSense. While holding the dagger, you know if a creature you can see within **30 feet** of you is capable of casting spells, and what the highest level of spell it can cast is. In addition, you have **advantage** on **Intelligence (Arcana)** checks made to identify spells.

Very rare variant: Increase the number of **charges** to **9**, the recharge to **1d6 + 3**, and the damage of The Dagger Hungers to **3d10**. The dagger has the SpellSense property. You can spend an additional charge when you use the The Dagger Hungers property to grant yourself **advantage** on the next attack roll you make with the dagger or the next ranged spell attack you make before the start of your next turn.





HELM OF HADES

Wondrous item, uncommon (requires attunement)

Always cold to the touch, this sinister helm is said to bring its wearer closer to those who have passed beyond the veil. The indiscernible whispers of the dead grow louder in the presence of a corpse, particularly one that still has a message to pass on.

The helmet has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Lord of the Unseen. While wearing this helm, you can use a bonus action to expend **1 charge** and become invisible, along with anything you're wearing or carrying, until the start of your next turn. This invisibility ends if you attack or cast a spell.

Speaker for the Dead. In the presence of a corpse, a creature wearing the helm might find itself the recipient of a message from a lingering spirit (GM's discretion). In addition, while you wear the helm, you can use it to cast the *speak with dead* spell. Once you cast the spell in this way, you can't do so again until the following dawn.

Rare variant: Increase the total number of **charges** to **7** and the recharge to **1d4 + 3**. The invisibility granted by the Lord of the Unseen property doesn't end if you attack or cast a spell. The helm has the Ethereal Awareness property.

Ethereal Awareness. While wearing the helm, you can see creatures and objects in the Ethereal Plane. They appear ghostly and translucent.

Very rare variant: Increase the total number of **charges** to **12** and the recharge to **1d10 + 2**. The invisibility granted by the Lord of the Unseen property doesn't end if you attack or cast a spell. The helm has the Ethereal Awareness and the Master of the Fallen properties.

Master of the Fallen. As a bonus action while wearing the helm, you can expend **1 charge** to extract some spiritual energy from a dead or unconscious creature you can see within **30 feet** of you. You then immediately use that energy to lash out at a different creature you can see within **30 feet** of you, who must make a **DC 16 Constitution saving throw**, taking **3d6** necrotic damage on a failed save, or half as much damage on a success. The spiritual energy then returns to its body, and the creature it belongs to makes its next death save with **advantage** or **disadvantage** (your choice).

KYLIX OF DIONYSUS

Wondrous item, uncommon (requires attunement)

Joy, laughter, and a healthy disregard for consequences are amplified in the presence of this kylix. The revelrous spirit of Dionysus suffuses the sweet fumes that emanate from the vessel, inducing thirst and a *laissez faire* attitude toward responsibility.

Fine Wines. Each day at dawn, the kylix magically produces one dose each of three different enchanted wines. These wines don't mix, and can be poured separately into individual containers. As an action, you can drink one of these wines. Only the creature who is attuned to the kylix can gain the benefits of the wines; to all others, they are just delicious but mundane beverages. Undrunk wines lose their potency when the kylix produces new ones at dawn.

Courageous Vintage. When you drink this robust red, you gain **5d6** temporary hit points and have **advantage** on saving throws against being **frightened**. These effects last for **1 minute**.

Wine of Confidence. When you drink this sophisticated white, you gain **advantage** on **Charisma** checks made to interact socially with other creatures. In addition, creatures have **disadvantage** on **Insight** checks made against you, and you are immune to effects that would sense your emotions or determine your truthfulness. These effects last for **10 minutes**.

Nectar of Madness. When you drink this fragrant rosé, your movements become erratic. Melee attack rolls against you are made with **disadvantage**, and a creature takes **1d4** psychic damage when it misses you with a melee attack. These effects last for **1 minute**.

Rare variant: The item has the Bottoms Up property.

Bottoms Up. While attuned to the kylix, you can drink potions and other liquids, including the wines produced by it, as a bonus action instead of an action.

Very rare variant: The kylix produces one additional dose of one of its wines (your choice) daily at dawn. The item has the Bottoms Up property, which can also be used to feed a potion to a willing or unconscious creature as a bonus action.



LYRE OF APOLLO

Wondrous item, uncommon (optional attunement)

According to legend, Apollo himself wove these shining strings out of the first rays of virgin sunlight plucked from a newly formed star. Each melodic note of this golden instrument rings clear as a cloudless sky, warm as the afternoon sun, and bright as starlight on a moonless night.

A creature proficient with a stringed instrument has **advantage** on **Performance** checks it makes with this lyre.

Optional Attunement: Bard. A bard can choose to attune to this item. While attuned to this lyre, you are considered proficient with it. The lyre has **4 charges**, and it regains all expended charges daily at dawn.

OA: Alluring Song. While holding the lyre, you can use an action to expend **1 charge** and begin playing a deeply enticing melody. Each creature of your choice that can hear you within **15 feet** of you must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by you for **1 minute**. A creature can choose to fail this saving throw.

When a creature charmed by you in this way makes an attack, you can use your reaction to play a dissonant chord and distract it, giving it **disadvantage** on the roll. Alternatively, when a creature charmed by you makes an attack, you can use your reaction to strike an emboldening chord, giving it **advantage** on the roll.

A creature stops being charmed in this way if you do anything harmful to it, or if you fail to use your bonus action to continue playing the song on subsequent turns. A creature charmed by the lyre can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rare variant: Increase the **charges** to **5** and the **save DC** to **15**. You don't need to use a bonus action on subsequent turns to maintain the effect of Alluring Song. The lyre has the Radiant Glow property.

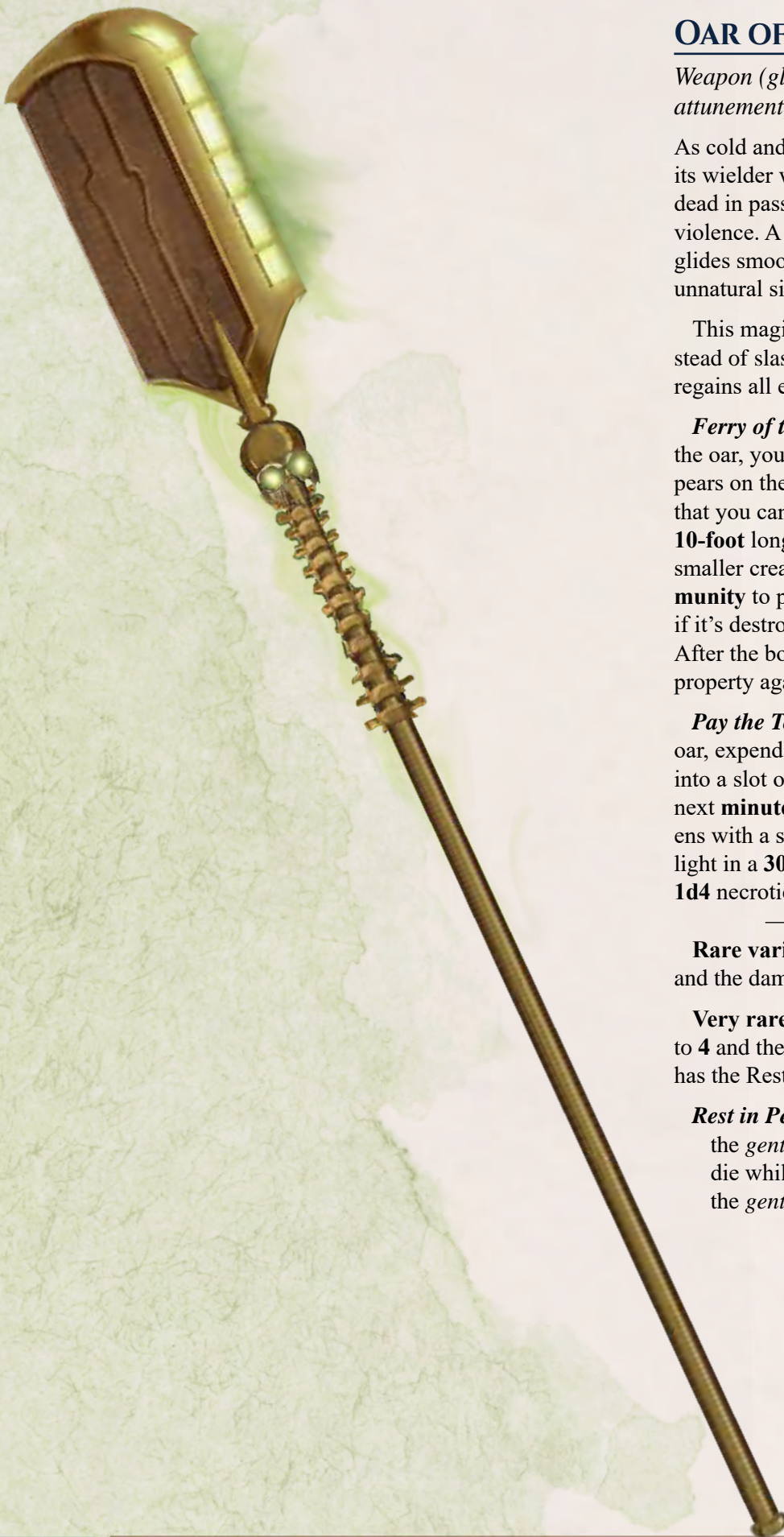
OA: Radiant Glow. While you are attuned to the lyre, you undergo a subtle physical transformation that grants you a healthy, appealing glow and enhances your natural charisma. You have **advantage** on **Charisma (Persuasion)** checks made against humanoids. In addition, at the GM's discretion, you may occasionally find yourself the target of random acts of kindness, such as a bartender offering you a small discount on your

next drink or a passerby stopping to open a door for you.

Very rare variant: Increase the **charges** to **7** and the **save DC** to **16**. You don't need to use a bonus action on subsequent turns to maintain the effect of Alluring Song. The lyre has the Radiant Glow and the Solar Flair properties.

OA: Solar Flair. While holding the lyre, you can use your action to expend **2 charges** and strum it exuberantly, causing an intense flash of light to radiate from you. Each creature that can see you within **15 feet** of you must succeed on a **DC 16 Constitution saving throw** or be **blinded** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature charmed by you has **disadvantage** on this saving throw.





OAR OF CHARON

Weapon (glaive or halberd), uncommon (requires attunement)

As cold and stern as Charon himself, this oar imbues its wielder with rigid purpose: to aid the souls of the dead in passing on, be it with gentle guidance or harsh violence. A vessel propelled by the *oar of Charon* glides smoothly across the surface of the water with unnatural silence.

This magical polearm deals bludgeoning damage instead of slashing damage. The oar has **2 charges** and regains all expended charges daily at dawn.

Ferry of the Damned. As an action while holding the oar, you can summon a spectral boat, which appears on the surface of water in an unoccupied space that you can see within **30 feet** of you. This boat is a **10-foot** long gondola that can fit up to four Medium or smaller creatures. It has 11 AC, 50 hit points, and **immunity** to poison and psychic damage. It disappears if it's destroyed or when you dismiss it as an action. After the boat has been summoned, you can't use this property again until the next dawn.

Pay the Toll. As a bonus action while holding the oar, expend **1 charge** and you can feed a golden coin into a slot on its haft to increase its power. For the next **minute**, the lantern at the head of the oar awakens with a sickly green luminescence, emitting dim light in a **30-foot radius**, and the oar deals an extra **1d4** necrotic damage to any target it hits.

Rare variant: Increase the number of **charges** to **4** and the damage of Pay the Toll to **1d6**.

Very rare variant: Increase the number of **charges** to **4** and the damage of Pay the Toll to **1d8**. The oar has the Rest in Peace property.

Rest in Peace. While holding the oar, you can cast the *gentle repose* spell at will. In addition, if you die while attuned to the oar, you gain the effects of the *gentle repose* spell.

SCYTHER OF DEMETER

Weapon (glaive or halberd), uncommon (requires attunement)

A gnarled branch forms the twisted handle of this weapon, whose emerald-green blade has been blessed by the goddess of the harvest. Like the cycle of the seasons, the scythe is capable of both draining and bestowing life.

You gain a **+1 bonus** to attack rolls made with this magical weapon. The scythe has **4 charges** and regains all expended charges daily at dawn.

Bountiful Harvest. When you hit a non-undead, non-construct creature with an attack using this weapon, you can expend **1 charge** to deal an additional **1d8** necrotic damage to it, or **2d8** necrotic damage if it's a plant. You regain an equal number of hit points to the necrotic damage dealt.

Rare variant: Increase the bonus to attack rolls to **+2** and the damage of Bountiful Harvest to **2d8**, or **4d8** if it's a plant. The scythe has the Greensight property.

Greensight. While holding this scythe, you can sense the natural energy that suffuses animated plants, allowing you to distinguish them from mundane ones. You know the location of any plant creature within **30 feet** of you that isn't behind total cover. Within the same radius, you also detect the presence of any magical plants, or plants under the effect of a spell or other magic.

Very rare variant: Increase the bonus to attack rolls to **+3** and the damage of Bountiful Harvest to **2d8**. The scythe has the Greensight and Return to the Earth properties.

Return to the Earth. When you hit a creature with an attack using this weapon, you can expend **2 charges** to cause vines to sprout forth and entwine it. The creature must succeed on a **DC 16 Strength saving throw** or become **restrained** for the next **minute**. A creature that ends its turn restrained in this way takes **1d6** necrotic damage as the vines drain its lifeforce, causing flora to bloom around it. A creature can use its action to repeat this saving throw, ending the condition on a success.



THUNDERBOLT OF ZEUS

Weapon (javelin), uncommon (requires attunement)

Crackling with unbridled power, this fearsome weapon thrums in its wielder's hand and causes the hair of nearby creatures to stand on end. Through the power of the god of the skies, the javelin is solid to the touch despite being made of pure lightning.

This javelin deals lightning damage instead of piercing damage, and reforms in your hand immediately after you make a ranged attack with it or use the Galvanic Slam property.

Galvanic Slam. When you take the Attack action on your turn, you can replace one of your attacks with a shockwave of electricity. You slam this javelin on the ground at your feet and each creature within **10 feet** of you must succeed on a **DC 13 Constitution saving throw** or take **2d6** lightning damage.

Rare variant: Increase the **save DC** of Galvanic Slam to **15** and its lightning damage to **2d8**. The item has the Lightning Rod property.

Lightning Rod. While holding this javelin, it absorbs a small portion of all electricity directed at you. Lightning damage that you take from any source is reduced by **3**. When the javelin reduces damage in this way, it becomes supercharged, and the next attack you make with it before the end of your next turn deals an extra **2d8** lightning damage.

Very rare variant: Increase the **save DC** of Galvanic Slam to **16** and its lightning damage to **2d8**. The item has the Lightning Rod and Wrath of the Sky God properties.

Wrath of the Sky God. While holding this javelin, you can cast the *call lightning* spell from it (**save DC 16**). Once this property is used, it can't be used again until the next dawn.





GELATINOUS POLYHEDROOZE



BOMBOOZLER

Wondrous item, rare

Within this sturdy, corrosion-resistant polyhedron is a *phial of polyhedrooze ooze*, a caustic substance with remarkable powers of biological alteration.

Caustic Calamity. As an action, you can press a button on the polyhedron, which crushes the phial, and toss the device up to **60 feet** away. The resulting chemical reaction produces an explosion of acid in a **20-foot radius**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d6** acid damage on a failed save, or half as much damage on a successful one. In addition, the reaction produces unpredictable biomantic effects on a failed saving throw. Roll a **d10** and consult the table below to determine the effect. If a creature comes under an effect lasting **1 minute**, it can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the effect on itself on a success.

d10 Effect

- 1 The acid stops natural regeneration. The creature can't regain hit points for **1 minute**.
- 2 The acid dissolves matter. The creature takes **2d6** acid damage at the start of each of its turns for **1 minute**.
- 3 The acid makes body parts stick to each other. The creature has **disadvantage** on attack rolls for **1 minute**.
- 4 The acid fuses the feet and footwear to the ground and hampers movement. The creature is **restrained** until the end of your next turn.
- 5 The acid fuses eyelids shut. The creature is **blinded** until the end of your next turn.
- 6 The acid causes skin to become phosphorescent. The creature is under the effect of the *faerie fire* spell for **1 minute**.
- 7 The acid causes growths to appear and disappear on the body, hindering their efforts. The creature is under the effect of the *bane* spell for **1 minute**.
- 8 The acid causes affected creatures to shrink. The creature is under the reduce effect of the *enlarge/reduce* spell for **1 minute**.
- 9 The acid fuses mouths shut. The creature is under the effect of the *zippit!* spell for **1 minute**.
- 10 Roll twice on the table, rerolling any further 10s and duplicate results.

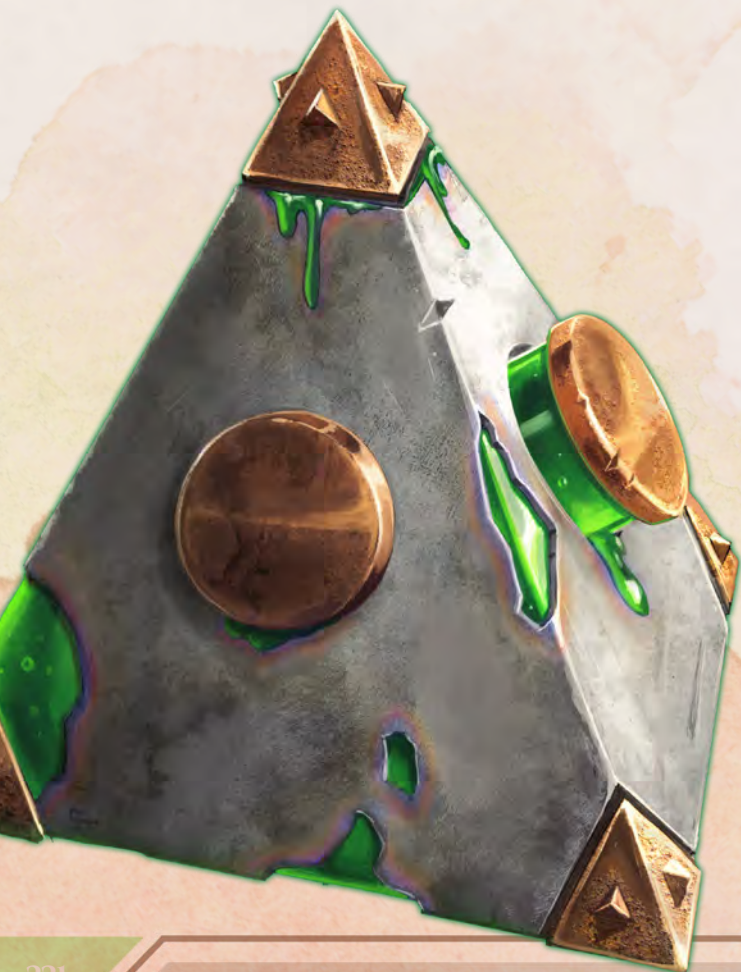


Once this property of the item has been used, it can't be used again until the next dawn and a new *phial of polyhedrooze ooze* has been installed in the device.

Very rare variant: You can roll twice on the table, ignoring any duplicate results. The item has the Trigger Warning property.

Trigger Warning. Instead of throwing the polyhedron, you can use an action to plant it on a surface and set it to detonate in a specific situation. Choose Proximity Trigger or Time Bomb. As an action, a creature can disarm a *bomboozler* set to explode in this way with a successful **DC 16 Dexterity (Sleight of Hand)** check. On a failed check, the polyhedron detonates and the creature that made the check automatically fails the saving throw.

- **Proximity Trigger.** Choose a range between **0** and **20 feet**. When a Small or larger creature moves within that distance of the polyhedron after you leave the area, it detonates. A creature that succeeds on a **DC 16 Dexterity (Stealth)** check can approach the bomb without triggering it.
- **Time Bomb.** Choose an amount of time ranging from **1** to **100 rounds**. On initiative count 20 of the round you choose, the polyhedron detonates.



CALTROOZE

Wondrous item, uncommon

Filled with a caustic mixture that discharges when stepped on, these tetrahedral caltrops present a much more dangerous hazard than their mundane variety. A typical bag of these 1-inch health and safety night-mares contains enough caltrops for one use.

Moving Caltrops. As an action, you can spread a bag of caltrops to cover a **5-foot-square** area of ground. Any creature that enters the area must succeed on a **DC 15 Dexterity saving throw** or stop moving this turn and take **1** piercing damage. Small bubbles of acid forming and bursting inside the *caltroozes* cause them to roll and shift; a creature that moves through the area of the *caltroozes* at half speed makes the saving throw against them with **advantage**.

Corrosive Chaos. If a creature fails the Dexterity saving throw, its walking speed is reduced by **10 feet** until it regains at least 1 hit point, and it must roll a **d4** and consult the table below to determine what additional effects take place:

d4	Effect
1	The acid in the <i>caltroozes</i> discharges in a single burst. The creature takes 6d6 acid damage.
2	The acid takes on lubricating qualities. While the creature's speed is reduced by the <i>caltroozes</i> , it must succeed on a DC 15 Dexterity saving throw at the end of each of its turns or fall prone .
3	The acid coats the creature's feet, continuously eating away at them. While the creature's speed is reduced by the <i>caltroozes</i> , it takes 1d6 acid damage for every 5 feet it walks or climbs.
4	The acid causes the creature's feet to temporarily deform. While the creature's speed is reduced by the <i>caltroozes</i> , it has disadvantage on Dexterity saving throws .

After a creature fails a saving throw against the *caltroozes*, they are emptied of acid, and you can't use this property again until you spend **10 minutes** decanting a *phial of biomantic acid* into all the caltrops. The *caltroozes* can still be used as regular caltrops that deal magical piercing damage.

FLOOZE

Weapon (flail), uncommon (requires attunement)

The versatility of the magically-enhanced ooze used to craft this flail can't be overstated. Its high tensile strength allows its 'chain' to stretch in response to its wielder's thoughts, while the flail's head boasts a hardness and density comparable to steel.

This magic flail deals an extra **1d6** acid damage to the first target it hits on each of your turns. The flail has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Reachier. While holding the flail, you can expend up to **4 charges** on your turn (no action required) to increase your reach with this weapon by **5 feet** for each charge expended until the end of your turn.

Very rare variant: The flail deals an extra **1d8** acid damage to any target it hits, instead of 1d6 acid damage to the first target you hit on each of your turns. The flail gains the Sticky Fingers property:

Sticky Fingers. When you hit a Medium or smaller creature with an attack using the *flooze*, and that creature is holding an item such as a weapon, you can attempt to disarm it of the item instead of dealing damage to it. The target must succeed on a **DC 16 Strength saving throw** or release the item, which becomes stuck in the flail. A creature within reach of the *flooze* can use an action to make a **DC 16 Strength** check, liberating the stuck item on a success. Success or failure, a creature takes **1d4** acid damage when it takes this action. The flail can hold up to **2** items at a time, and a nonmagical item that remains in the flail for **1 minute** completely dissolves. While the flail has an item in it, you can choose to deal your choice of piercing or slashing damage with it on each hit, instead of the usual bludgeoning damage.





GOO LUCK DICE

Wondrous item, common (socketable)

A sticky string connects this pair of translucent dice, which jiggle enthusiastically with the slightest movement. Their vibrant colour is sure to turn heads, making them an excellent accessory.

Lucky. These dice impart luck when socketed on weapons, mounts, or vehicles. Once they've been used to reroll a 1, they can't be used again until the next dawn.

Flashy Fashion. When wrapped around a weapon, its wielder can reroll a 1 on an attack roll, and must use the new result.

Pimp my Ride. When hung from a Small or larger object or willing, non-humanoid creature that is serving as a mount or vehicle, the vehicle/mount can reroll a 1 on an attack roll, ability check, or saving throw, and must use the new result.

OOZEMAT COAT

Wondrous item, rare (requires attunement)

Woven from a ooze-based, biosynthetic polymer, this practical garment is the number one choice for field researchers and lab workers alike. It provides the high adaptability and resilience necessary to protect its wearer from any unfortunate accidents that may occur during the noble pursuit of science.

Adaptive Resistance. The versatile fabric of this coat is capable of modifying itself to a hostile environment. When you finish a long rest while attuned to the coat, you can choose one of the following damage types: acid, fire, lightning, or poison. You gain **resistance** to the chosen damage type while wearing the coat until you choose a new damage type.

Occupational Hazards. While you wear this coat, you have **resistance** to any damage you take as the result of failing a Harvesting check.



SLIME-IN-A-SKULL

Wondrous item, uncommon (requires attunement)

Within this humanoid skull resides a friendly ooze who wishes only to be helpful to the owner of its home. Joyful gurgling sounds can occasionally be heard emanating from the eye sockets and, very rarely, a curious eye will peek out of the mouth.

The skull has **2 charges** and regains all expended charges daily at dawn.

Extrude Ooze. While holding the skull, you can use an action to expend **1 charge** and call forth the ooze that lives within. It expands into its normal Large size in an unoccupied space within **5 feet** of you. The ooze uses the **saddle slime** stat block and returns to the skull when it drops to 0 hit points or after **1 hour**. If the ooze is reduced to **0** hit points, it can't be summoned again for **1 hour**. The ooze is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Very rare variant: The ooze resides in a magically shrunk wyvern's skull. When the ooze is summoned, the skull enlarges and serves as a skeletal structure for it. The ooze uses the wyrmskull ooze stat block.

SADDLE SLIME

Large ooze, unaligned

Armour Class 8

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Damage Immunities. acid

Condition Immunities. charmed, deafened, exhaustion, frightened, poisoned

Senses. blindsight 10 ft., darkvision 60 ft., passive Perception 8

Languages. understands the languages its summoner speaks

Challenge. 1 (200 XP)

Proficiency Bonus +2

Born for the Saddle. The ooze grips firmly on to any object that is inserted into its body to be used as a saddle. A creature riding the ooze on one such saddle has **advantage** on saving throws made to avoid being dismounted.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.





WYRMSKULL OOZE

Large ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	7 (-2)	10 (+0)	5 (-3)

Damage Immunities. acid

Condition Immunities. charmed, deafened, exhaustion, frightened, poisoned

Senses. blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages. understands the languages its summoner speaks

Challenge. 3 (700 XP) **Proficiency Bonus** +2

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target is **grappled** (escape **DC 14**). A creature grappled by the ooze takes 3 (1d6) acid damage at the start of each of its turns. The ooze can only grapple one creature at a time and, while it does so, it can't use its bite against another creature.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

VENTILATION UNIT D-20

Wondrous item, rare (requires attunement)

A magically-refilling reservoir of ooze is contained within this icosahedral helmet. Two chemicals are distilled from the ooze, piped through the tubes, and mixed together into an oxygen analogue, allowing its wearer to breathe in otherwise impossible conditions.

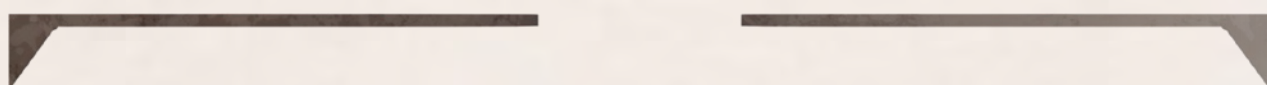
Breathe Easy. While wearing this helmet, you can breathe normally in any environment, and you have **advantage** on saving throws made against harmful gases and vapours that you inhale (such as the *stinking cloud* effect, inhaled poisons, and the breath weapons of some dragons, but not contact toxins like *cloudkill*).

Biomantic Overload. While wearing this helmet, you can use a bonus action to ingest the chemicals in it before they are combined into a gas, causing your body to go into a mutated state of enhanced adaptability for **1 minute**. During this time, immediately after you take damage, you gain **resistance** to that damage type. This resistance lasts until you take damage of another type (at which point you gain resistance to that new damage type) or until the effect ends. If you take damage of multiple types simultaneously, the damage resistance you gain is determined randomly. Once this property of the helmet has been used, it can't be used again until the next dawn.





DREAD AND BREAKFAST



BREASTPLANK

Armour (breastplate, half plate, or plate), uncommon (requires attunement)

The mundane appearance of this suit of armour belies the danger of its true nature. The wood feels soft and sticky to the touch, and eyes and teeth spontaneously form all over its surface as the mimic grows bolder... and hungrier.

Sticky Situation. While you're wearing this armour, creatures have **disadvantage** on ability checks made to avoid or escape being **grappled** by you. A creature grappled by you takes **1d10** acid damage at the start of each of its turns.

Rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip property.

Quick Grip. While wearing this armour, you can attempt to grapple a creature as a bonus action.

Very rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip and Tongue Lash properties.

Tongue Lash. While wearing this armour, you can use a bonus action to cause the mimic's tongue to elongate and attempt to pull a creature you can see within **15 feet** of you. The target must succeed on a **DC 16 Strength saving throw** or take **1d6** bludgeoning damage and be pulled up to **15 feet** towards you. If this property pulls a creature to within **5 feet** of you, you can immediately attempt to grapple it as part of the same bonus action.



HEADBANGER LUTE

Club or greatclub, uncommon (requires attunement)

The shapechanging abilities of the mimic infuse this musical instrument, a lute, with the propensity to subtly alter its shape and produce excellent acoustics. It also exudes a corrosive acid that can be a useful addition when the musician's plan to charm a foe with a sweet serenade doesn't go to plan.

This magic weapon deals an additional **1d8** acid damage to the first target that it hits on a turn. If you have proficiency with lutes, you're considered proficient with this weapon as well.

Ventriloquism. As a bonus action while holding the lute, you can command it to mimic simple sounds it has been exposed to, such as a person whispering, swords clashing, or simple melodies. You can choose for the sounds to originate from any point within **30 feet** of you that you can see. A creature that hears the sounds can tell they're imitations with a successful **DC 13 Intelligence (Investigation)** check.

Very rare variant: Increase the **DC** to **16**. The lute has the Club Music property.

Club Music. As an action while holding the lute, you can play one of two brief but powerful songs. Once a song has been played, you can't play that song again until the next dawn.

Panic! at the Tavern. You let loose a fast, chaotic melody that sows panic in the minds of your foes, forcing each creature of your choice that can hear you within **15 feet** of you to make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **6d6** psychic damage and is **frightened** of you for **1 minute**. On a successful save, a creature takes half as much damage and isn't frightened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mithrallica. You unleash an ear-shattering power chord that blows your foes away, forcing each creature in a **25-foot cone** to make a **DC 16 Strength saving throw**. On a failed save, a creature takes **6d6** thunder damage and is thrown back **20 feet**, knocked **prone**, and **deafened** for **1 minute**. On a successful save, a creature takes half as much damage and suffers no other effects. A creature can repeat this saving throw at the end of each of its turns, ending the deafened condition on itself on a success.



MAUL OF MAULING

Weapon (any hammer), uncommon

Burning with ravenous hunger and unquenchable hanger, this mimic-infused weapon struggles relentlessly against the sturdy iron chains that bind it. Loosening the chains stimulates the weapon's digestive juices which, if not quenched, can have caustic consequences for its wielder.

Mimic Unleashed. As a bonus action while holding the hammer, you can loosen the chains restraining the mimic, leaving it free to mercilessly maul your foes. While the chains are loose, the hammer bites targets that it hits, dealing an extra **1d4** piercing damage.

If you end your turn holding the hammer while the chains are loose, and you didn't hit a creature with an attack using the hammer that turn, the hammer's excess digestive juices pour down the handle and you take **1d4** acid damage. The chains tighten on their own if the hammer isn't held for **1 minute** or if you use a bonus action while holding the weapon.



Rare variant: Increase the extra piercing damage to **1d6** and the acid damage you take to **1d6**. The hammer has the Bilious Blow property.

Bilious Blow. When you roll a **20** on an attack roll made with this hammer, the mimic spews bile all over the target, covering it completely. A creature covered in bile takes **1d4** acid damage, or **2d4** acid damage if the chains were loose when the hammer hit, at the start of each of its turns until it or another creature uses its action to scrape or wash the bile off.

MIMICKEY

Wondrous item, common (socketable)

This bone and flesh keyring can be socketed on any weapon or held item. Holding the item by the keyring and spinning it in a circle causes the socketed item to shrink to the size of a key. Spinning it once more causes the item to enlarge back to its normal size.

SPELLEATER TOME

Wondrous item, uncommon (requires attunement)

Learning and developing new spells can be a tedious and time-consuming process. Luckily, the spell eater tome is a shortcut to becoming a spell slinging savant. Originally a creation of Jonjo Starr, the tome has become a favourite among lazy wizarding apprentices the world over.

This book has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Living Library. This tome is capable of copying and storing magical information. As an action, you can give it a *spell scroll* of 1st or 2nd level, which it devours, destroying the scroll and adding the spell to its pages. While holding the book, you can cast one of the spells stored within it by expending a number of charges equal to the spell's level (**save DC 13, +5** to

hit). The tome can store up to five spells in this way. If storing a new spell would take it above this maximum, you can choose one of its current spells to be replaced. When found, the book already contains one 1st-level spell and one 2nd-level spell, randomly determined.

Rare variant: Increase the **save DC** to **15**, the spell attack modifier to **+7**, and the number of spells the book can hold to seven. The tome can devour *spell scrolls* of between 1st and 5th level. Additionally, the tome has the Arcane Feast property.

Arcane Feast. You can allow the book to consume the corpse of a spellcaster over the course of **10 minutes**, after which it regains **2** expended charges. Once this property of the book has been used, it can't be used again until the next dawn.



APPENDIX A - SPELLS FROM HUMPERDINK'S WARES

ARCANOMAGNETIC REPULSION

2nd-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Mechanism: Utility; **Str save**

Classes: Artificer, Cleric, Druid, Sorcerer, Warlock, Wizard

You emit waves of arcanomagnetic energy, distorting the trajectories of ferrous items. For the duration, attacks made with ferrous weapons or ammunition have **disadvantage** to hit you. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see that are made of ferrous metal or are wearing ferrous armour.

Magnetic Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can force one Huge or smaller creature that is experiencing this difficult terrain to make a **Strength saving throw**. On a failure it is knocked **prone**.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the area of difficult terrain increases by **10 feet** for each slot level above 2nd.

BLINDING RADIANCE

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a strip of magnesium)

Duration: Concentration, up to 1 minute

Mechanism: Damage & Debuff; **Con save**

Classes: Artificer, Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional 50 feet. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**. On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

BLOOD FRENZY

2nd-level biomancy (*can be replaced with enchantment)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood, less than 24 hours old)

Duration: Concentration, up to 10 minutes

Mechanism: Buff

Class: Artificer, Druid, Sorcerer, Warlock,

You touch a willing creature, sharpening its focus with the instincts of a killer. The creature has **advantage** to hit creatures that are bloodied (have fewer than half their maximum hit points). When there is a bloodied, hostile creature within **30 feet** of the target of this spell, the target creature has disadvantage to attack creature's that aren't bloodied.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd.

BONE CAGE

5th-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (the bones, which the spell consumes, of at least one non-animated corpse)

Duration: 1 minute

Mechanism: Buff and Damage; **Dex save**

Class: Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size:

Sizes	Temporary Hit Points
Small	1d6 + 1
Medium	1d8 + 2
Large	1d10 + 5
Huge	1d12 + 12
Gargantuan	1d20 + 25

As an action on a subsequent turn you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each creature within range

must make a **Dexterity saving throw**, taking **piercing** damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and cannot be used in this way again.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range of this spell increases by **10 feet** for each slot level above 5th.

CHAMELEON SKIN

1st-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (red, yellow, and blue pigment)

Duration: Concentration, up to 10 minutes

Mechanism: Buff; –

Class: Bard, Druid, Ranger, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action, even when only lightly obscured, as a bonus action on each of its turns.

If the target did not move during its last turn, creatures have **disadvantage** on any **Wisdom (Perception)** checks made to see the target. Creatures who do not rely on sight, such as with tremorsense, are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CHARM PEOPLE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet (20-foot-radius sphere)

Components: V, S, M (perfume)

Duration: Concentration, up to 10 minutes

Mechanism: Utility; **Wis save**

Class: Bard, Druid, Sorcerer, Warlock, Wizard

You attempt to charm a group of people. Up to six humanoids of your choice in a **20-foot-radius sphere** centered on a point you choose within range must make a **Wisdom saving throw**. If a creature fails the saving throw, it is **charmed** by you until the spell ends or until you or your companions do anything harmful to it. The charmed creatures regard you as a friendly acquaintance. When the spell ends, a creature knows it

was charmed by you.

CLOUDSTRIDE

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a mithril feather worth 500gp, which the spell consumes).

Duration: 24 hours

Mechanism: Buff; –

Class: Druid, Ranger, Sorcerer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to walk on heavily obscuring cloud, fog, or mist as if it were solid ground. An affected creature may suspend this effect temporarily, should it, for example, want to walk through the mist.

In addition, a creature affected by this spell has its jump distance tripled when on cloud, fog, or mist, but leaves an obvious contrail in its wake. Finally, it has its rate of descent when falling slowed to **60 feet** per round, takes no falling damage whilst affected by this spell, and can land on its feet.

CONE OF FROSTING

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Mechanism: **Dex save**

Class: Sorcerer, Wizard

Swirling your hands in a clockwise fashion, a torrent of sticky, freezing sugar shoots forth from your outstretched fingertips. Each creature in a **15-foot** cone must make a **Dexterity saving throw**. On a failed save, a creature takes **3d4** cold damage and its speed is reduced by **10 feet** until the start of your next turn. On a success, a creature takes half as much damage and is not slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d4** for each slot level above 1st.

CONJURE ANOMALY

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (an aberration component)

Duration: Concentration, up to 1 hour

Mechanism: Summon

Class: Warlock, Wizard

You call forth an aberration at random from the Anomalies. Choose an unoccupied space within range. An aberration of challenge rating 5 or lower (GM's choice) appears in the space. The aberration disappears when it drops to 0 hit points or when the spell ends.

The aberration is friendly to you and your companions for the duration. Roll initiative for the aberration, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the aberration, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the aberration doesn't disappear. Instead, you lose control of the aberration, it becomes hostile toward you and your companions, and it might attack. An uncontrolled aberration can't be dismissed by you, and it disappears **1 hour** after you summoned it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

CORALSKIN

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lump of living coral)

Duration: Concentration, up to 1 hour

Mechanism: Buff

Class: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature, turning their skin into a rapidly growing landscape of varicoloured coral. When the spell is cast, and at the start of each of the target creature's turns for the duration of the spell, the creature gains temporary hit points equal to 2d4 plus your spellcasting ability modifier. In addition, the target's unarmed attacks deal an additional 1d4 slashing damage on a hit. When the spell ends, the target loses any remaining temporary hit points from this spell.

DAYDREAM

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny, four-panelled window)

Duration: Concentration, up to 1 minute

Mechanism: Debuff; **Wis save**

Classes: Bard, Wizard

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on **Wisdom (Perception)** checks (and take a **-5** penalty to its passive Perception as a result of this disadvantage) until the spell ends. A creature immune to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above first.

DEPTH CHARGE

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (some metamorphic rock)

Duration: Concentration, up to 1 minute

Mechanism: Damage; **Con save**

Class: Artificer, Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard 500 feet away, a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius** sphere centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

DIVINE TALON

1st-level evocation spell

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a griffon's claw)

Duration: Concentration, up to 1 minute

Mechanism: Damage & Utility; Special

Class: Cleric, Druid, Paladin, Ranger, Wizard

You summon a glowing spectral talon which grasps at a creature within range. Make a spellcasting ability check

contested by the creature's Strength or Dexterity check (the creature's choice). On a success, the creature is **grappled** (**escape DC** equals your **spell save DC**) and you hoist the creature up to 30 feet straight up. On a failure, the talon disappears and the spell ends.

On your subsequent turns, you must use your bonus action to maintain the talon's grapple, or the spell ends.

At Higher Levels. When you cast this spell at 2nd level or higher, the height up to which the creature can be hoisted increases by **10 feet** for each slot level above 2nd.

DREAMWALK

3rd-level enchantment (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny dreamcatcher)

Duration: 24 hours

Mechanism: Utility

Class: Bard, Druid, Warlock, Wizard

This spell grants up to ten willing creatures you can see within range the ability to lucidly dream whenever they sleep for the duration. While lucid dreaming, a creature always knows if the *dream* spell is being used to target it. In addition, when you cast this spell, each creature affected by it can choose to instantly fall asleep, even if that creature has a trait that normally prevents it from sleeping (such as elves' Trance).

ENRAGE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a red handkerchief)

Duration: Concentration, up to 1 minute

Mechanism: Debuff; **Cha save**

Class: Bard, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes 'enraged' for the duration.

When you cast this spell and as an action on each of your subsequent turns for the duration, you can cause each enraged creature to use its reaction to make one weapon attack against a randomly determined creature within its reach/range. After you do so, each enraged creature can repeat the saving throw, ending the effect for itself on a success.

An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution** check at the start of each of its turns or lose concentration on the spell.

FLARE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strip of magnesium)

Duration: Instantaneous

Mechanism: Damage & Debuff; **RSA**

Classes: Artificer, Cleric, Sorcerer, Wizard

You launch a pulse of radiant energy at a target within range. Make a ranged spell attack against the target. On a hit, the target takes **1d8** radiant damage. If you roll a 20 on the attack roll, the target is covered in glittering mystical light, granting **advantage** on attack rolls against the target until the start of its next turn.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: **120 feet** (20-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Mechanism: Damage; **Str save**

Classes: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. The area becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. On a failure, a creature takes **6d10** force damage and is knocked **prone**. On a success, a creature takes half as much damage and isn't knocked prone.

If the spell ends before the start of your next turn, the damage it deals on a failed saving throw is **3d10** instead.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th.

LIGHTNING WAVE

2nd-level evocation spell

Casting Time: 1 action

Range: Self (20-foot cone)

Components: V, S

Duration: Instantaneous

Mechanism: Damage & Utility; **Con save**

Class: Bard, Druid, Sorcerer, Warlock, Wizard

A wave of sheet lightning sweeps out before you. Each creature in a **20-foot cone** originating from you must make a **Constitution saving throw**. On a failed save, a creature takes **2d8** lightning damage and can't take reactions until the start of its next turn. On a successful save, the creature takes half as much damage and can take reactions as normal.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by **1d8** per slot level above 2nd.

LUNGBURST

6th-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage & Debuff; **Con save**

Class: Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see, rupturing its breathing apparatus. The creature must make a **Constitution saving throw**. A creature that is holding its breath makes this saving throw with **disadvantage**. On a failure, a creature takes **7d6** thunder damage, **7d6** necrotic damage, and immediately begins suffocating. It continues suffocating until it succeeds on the **Constitution saving throw**, which it can repeat at the end of each of its turns. On a success a creature takes half as much damage and does not begin suffocating.

A creature that does not need to breathe is immune to the effects of this spell. A *greater restoration*, *heal*, or *wish* spell can restore a creature's ability to breathe, and end its suffocation.

At Higher Levels. When you cast this spell using a slot of 7th level or higher, the thunder and necrotic damage both increase by **1d6** for each slot level above 6th.

MAGNETITE SHARD

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a piece of magnetite)

Duration: Instantaneous

Mechanism: Damage; **Dex save**

Classes: Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see with range, where it detonates in an explosion of icy, metallic shards. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **4d6** cold damage and **3d6** piercing damage on a failure, or half as much damage on a success. Creatures made of a ferrous material or wearing ferrous armour have disadvantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by **1d6** per slot level above 3rd.

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage & Utility; **RSA & Str save**

Classes: Artificer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

This spell's damage increases by **1d6** when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

MIREBALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (bat guano and mud)

Duration: 1 minute

Mechanism: Damage & Debuff; **Str & Dex save**

Class: Bard, Druid, Warlock

A blob of goopy mud splunks from your extended finger to a point you choose within range where it splooges with a wet burp into an explosion of sludge. Each creature in a 15-foot-radius sphere centred on that point must make a **Strength saving throw**. On a failed save a target takes **3d10 bludgeoning** damage and is knocked **prone**. On a successful one, it takes half as much damage and is not knocked prone.

In addition, all surfaces within the area become

covered in unpredictably slick and sticky patches of mud for the duration. The first time a creature moves through the muddy the area on a turn it must succeed on a **Dexterity saving throw** or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw. A creature that is prone in the spell's area must succeed on a **Strength saving throw** to stand up, wasting the expended movement on a failure.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d10** for each slot level above 3rd.

PEPPERMINT PLATE

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (well-chewed peppermint chewing gum)

Duration: Concentration, up to 1 hour

Mechanism: Buff

Class: Paladin, Sorcerer, Warlock, Wizard

A protective layer of hot, hard peppermint icing coats you. For the duration, you gain a **+1 bonus** to AC and, if a creature hits you with a melee attack, the creature takes **2d4** fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by **1d4** for each slot level above 1st.

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Mechanism: Debuff; **Str save**

Class: Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is at least waist-deep in water, and choose a direction. Turbulent ribbons of underwater currents wrap around the creature. The target must succeed on a **Strength saving throw** at the start of each of its turns for the duration of the spell. On a failure, its swim speed is reduced to **0** until the start of its next turn and it is dragged **30 feet** in the direction you chose. On a success, the creature can move as normal until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends

early if the creature is ever out of the spell's range, or is no longer submerged in water.

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a puffball mushroom)

Duration: Concentration, up to 1 turn

Mechanism: Buff

Class: Artificer, Druid, Ranger, Sorcerer, Tamer, Wizard

Your spew a thick cloud dense black smoke that forms a 5-foot radius, 10-foot-high column that moves with you, centred on you until the start of your next turn. The smoke heavily obscures its area.

SOULSPEAR

2nd-level evocation spell

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

Mechanism: Damage; **Dex save**

Class: Cleric, Sorcerer

A bolt of radiant energy lances forth from your palm, piercing through all creatures in a 5-foot-wide, 30-foot-long line. Each creature must make a **Dexterity saving throw**, taking **3d8** radiant damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by **1d8** per slot level above 2nd.

SPARK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage; Ranged spell attack

Class: Artificer, Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to your target. Make a ranged spell attack against the target. On a hit the target takes **1d6** lightning damage and can't take reactions until the start of its next turn. On a critical hit the target is blinded until the end of its next turn.

The spell simultaneously creates more than one arc when you reach higher levels: two arcs at 5th level,

three arcs at 11th level, and four arcs at 17th level. You can direct the arcs at the same target or at different ones. Make a separate attack roll for each arc.

SPORE CLOUD

Biomancy cantrip (*can be replaced with conjuration)*

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (a toadstool)

Duration: Instantaneous

Mechanism: Damage & Debuff; **Con save**

Class: Druid, Sorcerer, Warlock, Wizard

You produce a cloud of virulent spores. Each other creature within **5 feet** of you must succeed on a **Constitution saving throw** or take **1d6** poison damage. A creature that fails the saving throw by **5 or more** is **poisoned** until the end of its next turn.

The spell's damage increases by **1d6** when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

STENCH

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet (20-foot radius)

Components: V, S, M (a skunk's tail)

Duration: Concentration, up to 1 minute

Mechanism: Damage & Debuff; **Con save**

Class: Bard, Druid, Sorcerer, Warlock, Wizard

Emanating from a point within range, a noxious, **20-foot-radius sphere** of colourless fumes creates a choking, eye-watering miasma that penetrates through creatures' skin.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a **Constitution saving throw**. It takes **3d6 poison** damage and becomes **poisoned** until the end of its next turn on a failure, or takes half as much damage and is not poisoned on a success. Whilst poisoned in this way, a creature has **disadvantage** on saving throws made to maintain its concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

STUNBOLT

4th-level evocation spell

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Instantaneous

Mechanism: Damage & Utility; **Con save**

Class: Bard, Druid, Sorcerer, Warlock, Wizard

You fire a concentrated bolt of energy at a target within range, which explodes in a cloud of crackling lightning. The target must make a **Constitution saving throw**.

On a failure, the target takes **8d8** lightning damage and can't take reactions until the start of its next turn. A creature that fails by **5** or more is also **stunned** until the end of its next turn. On a success, a creature takes half as much damage, isn't stunned, and can take reactions as normal.

At Higher Levels. When you cast this spell at 5th level or higher, the damage increases by **1d8** per slot level above 4th.

SUGAR RUSH

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Mechanism: Buff

Class: Artificer, Sorcerer, Wizard

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or when the target does not use all its movement by the end of its turn, it develops a stomach ache and is **poisoned** until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.

SWARM

Biomancy cantrip (*can be replaced with conjuration)*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a spider sac)

Duration: Instantaneous

Mechanism: Damage, Debuff; **Dex save**

Class: Druid, Sorcerer, Warlock, Wizard

Choose a target within range; a cloud of poisonous spiders floats on gossamer strands towards it. The target must succeed on a **Dexterity saving throw** or

take **1d6** poison damage and have **disadvantage** on the next attack roll or check that it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

THE BENDS

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage & Debuff; **Con save**

Class: Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood. The creature must make a **Constitution saving throw**, taking **5d8** poison damage and becoming **poisoned** for 1 minute on a failure. On a success, a creature takes half as much damage and is not poisoned. If your target is totally submerged in water, increase the damage dice from **d8s** to **d10s**.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage, Utility; Melee spell attack

Classes: Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 1 litre. Make a melee spell attack against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and you can force the creature to make **Strength saving throw**, pulling it up to **10 feet** towards the body of water on a failure.

The spell's damage and distance it can pull a target increase when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), 17th level (**4d6** and **25 feet**).

WAX TOMB

2nd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (some wax)

Duration: 1 minute

Mechanism: Debuff; **Str save**

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

You point at a creature within range, causing a torrent of molten wax to pour over it. The creature must succeed on a **Strength saving throw** or become **restrained** by the rapidly hardening wax. A Large or larger creature automatically succeeds on this saving throw. A creature restrained in this way can't cast somatic spell components. A creature restrained by the wax can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a slot level of 4th level or higher, the size category at which a creature automatically succeeds on this saving throw is 1 size larger for each 2 slot levels above 1st. I.e. at 4th level, Huge or larger creatures automatically succeed.

ZIPPIT!

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 reaction, which you take when a creature within range vocalises

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Mechanism: Debuff; **Con save**

Class: Bard, Sorcerer, Warlock, Wizard

In response to a creature vocalizing, you make a sharp sound and hold a finger up in an attempt to interrupt them. The target must succeed on a **Constitution saving throw** or become silenced as its mouth is fused shut for the duration. If you silence a target that is casting a spell with verbal components, the target's spell slot isn't expended but its action is wasted.

As a bonus action on each of its turns, the target can make a **Strength saving throw** against your spell save DC as it tries to tear open its mouth. On a success, the target takes 1d8 slashing damage and is no longer silenced. Alternatively, as an action, the target can use a bladed implement to cut open its mouth, taking 1d8 slashing damage and ending the silence.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.